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ELECTRONIC GAMING MONTHLY

NUMBER
87

YOUR GUIDE TO:
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120

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ELECTRONIC GAMING MONTHLY

By Ed Semrad

The holiday shopping season is rapidly approaching and this time, it looks like it is going to be a banner year.

Now that all the systems are below the \$200 threshold (Nintendo just announced a drop in price from \$258 to \$189), the big three are planning on selling everything that they can get in from Japan. Already there are spot shortages of both PlayStation and Saturn here in Chicago and the official shopping season is still a whole month away. As for getting a N64? Good luck. You had better have placed a pre-order (even though there appears to be only two carts out at launch), the buzz about Mario is so hot that it'll carry the system until N64 decides to release a second batch of games.

As for the other guys, Sega has a couple of arcade sequels and the new Sonic disc to help drive sales, while Sony has Crash, Twisted Metal 2, WipeOut XL, a long list of RPGs to win back those who thought the Saturn was the RPG system and a whole series of hot sports games to entice players to upgrade from their 16-bit system.

Who will be the winner come January? That's easy. Sony is comfortably ahead now and they aren't looking back. They are rapidly filling in the previously empty niche holes in their game inventory and the PlayStation seems to have no weaknesses. While each of the three systems will sell well, Nintendo can't get enough systems to the U.S., and there just aren't enough "AAA" rated Saturn-only games to put Sega first in the system race. But, second or third isn't necessarily bad especially when each company, worldwide, will have millions of systems in the homes (and the race is far from over). The best advice: Look at the games coming out for each of the systems and go with the one that has the most titles that interest you.

In other news, information is slowly beginning to leak out from



Ed tries to get a grip on Sony's new controller.

The Nintendo licensees in Japan, Sega was one of the first companies with early pictures of their golf, helicopter and racing carts. Kemco is starting to talk as is Konami and Square. Nintendo of Japan should be bringing out some of their second tier of titles as early as this month, with Wave Race leading the pack and Mario Kart and Kirby a month or so later. However here in the States we might not see those games until late this year.

Lastly, our sources in Japan have been noticing that Virtua Fighter 3 has been appearing on test at various Sega arcades. We're on our way to JAMMA (the main Japanese arcade show) so watch for a hands-on review in the next issue. Also we've been hearing rumors of Street Fighter 3 coming out in December (with the home versions due sometime in summer 1997), so this could finally be the debut of the long-, long-, long-anticipated SF3. Or will Capcom chicken out and do a Street Fighter Alpha 3? Also, who does that leave the third major player—Namco? They have been very quiet the last few months and that could just mean that Tekken 3 is about ready. Needless to say, this could be the arcade show of the decade. No matter what, well be there and if you're even remotely interested in arcade games, you won't want to miss our November issue where JAMMA and two other trade shows will be spotlighted with exclusive pictures and information.

NUMBER 9.10 OCTOBER 1996

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ELECTRONIC GAMING MONTHLY (ISSN #1058-6100) is published monthly by Ziff-Davis Publishing Company, 1203 Highland Ave., Suite 202, Lombard, Illinois 60148. Periodicals Mail Postage paid at Lombard, IL and additional mailing offices. Subscriptions rates for U.S. \$24.00 and all others \$40.00 Single issue price \$4.99. POSTMASTER: For subscription change of address write to: EGM, c/o Ziff-Davis Publishing, 1203 Highland, CO 60148-4124. E-mail: egm@ziffdavis.com. The editors and the publisher are not responsible for unsolicited materials. Without limiting the rights under copyright reserved herein, no part of this publication may be reproduced, stored in a retrieval system or transmitted in any form or by any means (electronic, mechanical, photocopying, recording, or otherwise), without the prior written permission of Ziff-Davis Publishing Company, 1203 Highland, CO 60148. Ziff-Davis Publishing Company. All Rights Reserved. Electronic Gaming Monthly and EGM are trademarks of Ziff-Davis Publishing Company. All other trademarks and copyrights are the property of their respective owners. All contents listed in this magazine are subject to manufacturer's change and the publisher assumes no responsibility for such changes. © 1996 Ziff-Davis Publishing Company. Registration number is 943484/02 RT. Printed in the USA.



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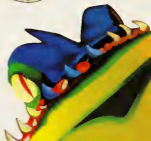
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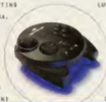
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THE NEW 3D CONTROL PAD

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NIGHTS

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SEGA SATURN





TOMB RAIDER

INDIANA JANE SWINGS INTO ACTION IN TOMB RAIDER. BUT IF YOU THINK THE HEROINE IS A BIT SQUEAMISH...*THINK* AGAIN! THE STORY BEGINS ON PAGE 92!

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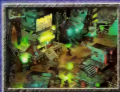
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FEATURES



RPGERS' OUTCRIES HAVE BEEN HEARD BY SONY!

RPG lovers who own PlayStations have been screaming for role-playing games to be released for the PS. Well, Sony has heard their cries and answered them with a plethora of RPGs that'll be out shortly. Final Fantasy VII, Beyond the Beyond plus many others will grace the system! The story begins on page 94!

"Every aspect of the game (FF7) is highly cinematic."

SEGA SHOWED OFF HOT, NEW TITLES AT ITS SPECIAL DAY!

Recently, *EGM* flew to Sega's office for its Gamers' Day where our editors were shown some juicy, soon-to-be released titles. In this issue, check out what they saw: Sonic Xtreme, Mr. Bones, VectorMan 2, MechWarrior 2, ID4, Mega Man 8 and many more exciting Sega titles. The story begins on page 112.

"Sega's mascot finally makes an appearance on the Saturn."



TWISTED METAL 2 RACES ACROSS THE WORLD!

Only in a demented (we mean that in a good way) game like Twisted Metal 2 could gamers get to blow up the Eiffel Tower for tricks. With its odd characters and their weapons, TM2 will satisfy any destruction buff's hunger. The story begins on page 140.

"Can there be more? Of course!"

NEXT WAVE



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Battle dinosaurs as a Native American in *Turok: The Dinosaur Hunter*

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140 PLAYSTATION

Travel the world blowing up worldwide monuments in *Twisted Metal 2!*

MY TRIP TO SEATTLE

By CRASH BANDICOOT™



1. HERE'S ME DRIVING.



4. HERE'S ME SHOWING OFF MY GAMES REAL-TIME 3-D WORLD WITH ITS LUSH, ORGANIC ENVIRONMENTS, TONS OF OBSTACLES, SECRET PATHWAYS AND BONUS LEVELS - OUTSIDE OF NINTENDO™ HEADQUARTERS.



5. HERE'S ME BEING ESCORTED OFF THE PREMISES BY SECURITY.

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2. HERE'S ME AT THE SPACE NEEDLE.



3. HERE'S ME WITH SOME OF THE GALS AT SEATTLE SLIMS.

MY GAME →

CRASH BANDICOOT



Crash Bandicoot

Sony's long-awaited entry into the platform game arena. You've never experienced anything quite as sensational as this fully animated cartoon world coming to life. It's flooded with obstacles, enormous levels, unbelievable graphics, detailed real-time lighting, amazing music and sound effects. Packed full of solid gameplay, hidden bonus levels, secret pathways and fiendish traps, this is the "must-have" game of the year. Travel in real time across 3D worlds in over 30 levels of intriguing gameplay with thousands of frames of animation! Interact with hilarious, fully rendered 3D cartoon-animated characters. It's packed with all the classic features of a character based action game combined with solid controls.

PlayStation



MY LOGOS



NAUGHTY DOGS



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\$199 N64!!!

EGM Analyzes the Real Reasons for Nintendo's Shocking Price Plunge

North America, with orders already exceeding supply, the system will launch Sept. 30 at a manufacturer's suggested retail price of under \$250.—Nintendo of America press release, July 30.

Virtually since day one of the Project Reality/Ultra/Nintendo 64 odyssey, Nintendo has pounded variations of the above quote into every press release and statement it has churned out. Indeed, amid the countless rumors and hearsay regarding the N64, the under-\$250 price was perhaps the one single fact that Nintendo stuck like glue to throughout the years.

Wrong, wrong, wrong.

The \$249.99 price tag officially went out the window Aug. 15, when Nintendo of America confirmed that the system would retail for \$199.99. Rumors of a \$60 price drop began just weeks before, and gained credibility when retail store computers began listing the N64 at \$199.99.

why bother?

Of course, Nintendo told no lies. The price remains "under \$250." Still, the widely assumed idea based on that statement was that the system would sell for \$249.99—one cent less. This practice is common among video game companies.

THE BIG STORY

MORE POWER

Don't mistake silence for futility: While Matsushita has remained tight-lipped about its long-term M2 plans, it hasn't abandoned the system, as some gamers have feared.

Actually, it's quite the opposite. Matsushita and its clique of M2 developers are reportedly plowing ahead for a 1997 release (spring in Japan, fall in the United States) for the 64-Bit system. Matsushita has apparently decided to beef up the M2's specs, by adding another

Quietly, Matsushita Has Revamped the M2 To Make It the Most Powerful Console Yet

Power PC processing chip and 5 MB of RAM for a total of 8 MB, according to online reports out of Japan (see specs on page 22). These reports also claim that Matsushita will show off 70 M2s at the Electronic Entertainment Expo in Japan this fall. However, Matsushita officials have not confirmed M2 launch or show dates as of press time.

In the meantime, plenty of M2 work has been quietly going on

at Studio 3DO, which has 10 M2 titles in the works. EGM got the chance to visit Studio 3DO to get an updated glimpse of M2 development.

M2 system sightings

The visit allowed EGM to catch a glimpse of three M2 system prototypes. (According to various sources, the machine has undergone three major revisions: a fourth and final

hardware revision is slated to reach developers' hands by the time you read this.) The first M2 prototype was a second-generation system (it was current as of March) that featured 4 MB of SDRAM (Synchronous Dynamic Random Access Memory). The second prototype looked identical to the first—housed in an ominous-looking dark-blue console—but it was a third-generation machine (current as

\$199 Nintendo 64 FRQ \$1.0

■ Why did Nintendo drop the N64's price from \$249.99 to \$199.99?

Nintendo didn't make an official announcement at its press line, but three press-watching theories exist. First, Nintendo may have been reacting to reported sluggish sales of the system after its strong launch in Japan. Second, it might be Nintendo's bid

to stay on par with Sony's and Sega's \$199-priced systems. Lastly, as EGM's John Nintendo's plan is to launch a surprise to rattle its competitors.

■ Is this \$199.99 just at certain stores? No. This is Nintendo's new suggested U.S. retail price.

■ Doesn't this new price make an N64 shortage

likely? Not necessarily. Nintendo made more than 800,000 N64s available in Japan in just over two weeks. The source suggests that the 500,000 U.S. N64s slated for three months may be a conservative figure, chosen perhaps to boost the great Sea of Japan.

Why the price drop?

Nintendo officials steadfastly deny the price drop stems from disappointing system sales in Japan. One Japanese magazine conducted a survey that showed N64 sales being eclipsed by the Sony PlayStation just weeks after the N64's release, complete with pictures of N64s sitting unsold on store shelves.

Still, those troubles were attributed to lack of N64 titles. Even with that software handicap, Nintendo officials contend the company pulled in sales of 800,000 systems in just over six weeks—undoubtedly one of the most impressive system launches in video game history. Others believe Nintendo sought the price drop to compete better against the PlayStation and Sega Saturn, both of which dropped to \$199 earlier this year.

While that theory is certainly

Why would Nintendo make a surprise \$199 price switch, knowing gamers expected to pay \$249 anyway?

valid, it doesn't wash with Nintendo's statements just months ago, in which officials contended gamers would be more than willing to pay an extra \$50 above 32-Bit system prices in return for 64-Bit technology (and the ability to play Mario 64).

If that's the case, why would Nintendo make such a surprise price switch so close to launch, especially with the knowledge that a large contingent of U.S. gamers were fully expecting to shell out \$249 for an N64? After

all, Nintendo could lower the price to \$199 the moment sales of the N64 at \$249 begin to slow.

In fact, EGM has gotten word that the \$199 price drop was no last-second change of heart by Nintendo, as some assume. In fact, Nintendo may very well have planned to launch the N64 in the United States for \$199 all along—but deliver the message at a date late enough to prevent Sega and Sony from having the time to formulate a substantial pricing counterattack to hinder the N64's launch.

A source close to one of Nintendo's N64 first-party developers claims the company knew it would launch the N64 for under \$200 in the U.S.—and knew it since January of this year. Unfortunately, Nintendo officials were not available for comment on the veracity of this account.

(Continued on Page 21)

TO M2

of June) that contained 8 MB of SDRAM.

Encased in plastic, the most up-to-date M2 prototype contained 8 MB of SDRAM, confirming the reports out of Japan. Around 100 of these boards have been sent out to developers worldwide, according to 3DO officials. All three boards ran off a quad-speed CD drive, which the production models will also have.

Continued on Page 22



Like the chrome-covered Mario in Mario 64, this M2-modeled robot has reflective surfaces—but the M2 goes a step further by actually mirroring the environment onto the shiny metallic texture maps.

Nights

If you feel **Sega** has been missing something in recent Saturn TV advertising, you're right: there was no zany "Sega" scream. Well, the company is going back to its roots, reintroducing the trademark yell just in time for the rollout of its newest 32-Bit game, NIGHTS. The company is making this game the emphasis of its holiday push. On a side note, Saturn sales have doubled, and in some cases, tripled in volume since **Sega** cut the system price to \$199.99, according to a company statement.

MORE POWER TO M2

(Continued from Page 47)

It should be noted that the M2's RAM offers 12 times greater bandwidth compared to the RAM in the 32-Bit 300 systems. M2's SDRAM runs at around 528

New M2 Specs

As reported by 300 Magazine in Japan from MEI officials:
 ■ Processor: 2 Power PC 602
 ■ 66 MHz
 ■ RAM: 8 MB
 ■ CD-ROM 4x-speed drive
 ■ Resolution: 320 x 240 to 640 x 480
 ■ Memory Bus Bandwidth: 528 MB/sec

Along with the machines, Studio 3DO officials ran several new demos (which are not M2 games, officials stressed), of which many are shown here.

what about an upgrade?

Back to Japan: Officially, Panasonic has stated that it will provide an M2 upgrade to current 300 owners. However, the major changes made with the main processors, RAM and other parts of the M2 may have placed an upgrade out of the 300's reach.



Demo 1 This 60 frames-per-second 2-D shooting game demo shows the M2 can easily spout out massive numbers of sprites on screen in 16-Bit color, and three levels of parallax. If that wasn't enough, it also shows alpha-blending effects, such as the foggy haze.



"I don't think that can happen," admitted one developer working closely with the M2 system. "The M2 is so vastly different, so alien an architecture, I can't imagine that you can modify the old 300" or produce an

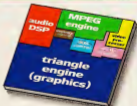
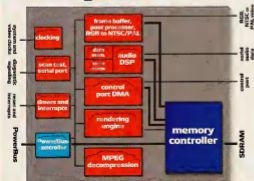


Demo 2 Entitled "Space Age Mercury," this demo showcases bi-linear filtering, a way of smoothing textures. The stars below are not set in a 2-D background, but mapped onto the interior of a sphere, resulting in strikingly accurate background scrolling.



upgrade add-on, the developer said. Online sources in Japan have speculated Panasonic may offer an M2 price discount to current 300 owners. Unfortunately, the company has kept silent on this issue. ■

Dissecting the M2's Brains



At left is a diagram of the M2's main ASIC block, which basically shows how the machine juggles audio, video and system functions. Note the memory controller: Unlike 32-bit systems that devote specific RAM caches to video or audio, the

M2 uses dynamic memory allocation. This way, the M2 can allocate RAM when it's needed—a trickier but more efficient way of maximizing RAM usage. Above is the layout for the M2's heart, the BOA ASIC, affectionately known as "Bulldog."

Source: The 3DO Co.

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A bit of surprising 64-bit news has emerged from **Interplay**. The company has scrapped plans to bring out *Clay Fighter 3* for **Matsushita's** M2, and bring it out for the **Nintendo 64** instead. As in previous titles in the series, *Clay Fighter 3* will use clay models to develop character animation. This game also will include new but familiar faces such as Earthworm Jim and Boogerman (shown below) as fighters. This is the company's second officially announced N64 title in development. The other title is *Ultra Descant*, an N64 version of the futuristic PC flight sim.



Here's a few **Sony** PlayStation game facts: 1. What is **Sony's** current biggest-selling PS game worldwide? While **Namco's** Ridge Racer or Tekken seem likely candidates, the honor belongs to **ESPN's** Xtreme Games. 2. What has been the top best-selling PS game since March? **Capcom** says it's Resident Evil, which has sold more than 1 million units in just six months.

PEOPLE

YOKOI BIDS FAREWELL TO NINTENDO

Gumper Yokoi has left the building—Nintendo's corporate offices in Japan to be exact, according to a Nintendo of America spokesperson.

Without a doubt, Nintendo will lose one of its most respected employees in Yokoi. His name may not ring a bell, but his achievements (and his one notable failure) will be instantly familiar to most gamers.



Gumpel Yokoi was the man who led the creation of the **Game Boy** and **Virtual Boy**.

As the head of one of Nintendo of Japan's product development teams, Yokoi was responsible for putting the company on the map in terms of portable electronic entertainment. Those products include Nintendo's game watches and, most notably, the Game Boy system, of which Nintendo has sold more than 48 million since 1989, according to company figures.

While the exact reasons behind Yokoi's departure have not been reported, he has been the target of criticism following the disappointing debut of the Virtual Boy—a project he reportedly kept pushing despite concerns from other company officials about its success. ■

BREAKING

\$199 N64!?!

(Continued from Page 21)

As of press time, neither Sony nor Sega announced any official pricing responses in the wake of N64's \$199 price, although industry analysts predict software price cuts and special system/game bundling deals seem two likely options for Nintendo's hardware competitors.

the numbers game

Also being called into question is Nintendo's statement that only 500,000 N64s would be available for the North American market in the system's first three months. Some gamers contend that an N64 "shortage" predicted by Nintendo is another ploy to boost initial system sales. The view gained a little credence when reports surfaced of Nintendo's pledge to retailers that all pre-sale orders would be filled—suggesting that Nintendo had better confidence in its manufacturing supply than previously assumed. The latest price drop also alludes to better-than-500,000 production. If Nintendo did have only 500,000 available at most, and had confidence that all would sell out (as officials have previously stated), it would make sense to sell them at \$249 rather than \$199.

Still, when contacted to check these production figures, a Nintendo official reiterated that, indeed, only 500,000 units would be available for the N64 North American launch in the first three months—reportedly in batches of 100,000 or 200,000 each month. However, company officials declined to give out exact numbers because it was "proprietary information," according to the spokesperson. It remains to be seen whether these numbers will hold up after the holidays. ■

REVIEW

STAY TUNED
Gamer-dedicated TV packs an impressive audio/visual display

The idea of designing a television especially for video gaming is a notable one, surely. But chances are, most of you already have a TV, so what does Samsung's 19" GXTV have to offer that normal TVs don't?

EGM got the chance to find out by testing the GXTV with several PlayStation and Saturn games. First off, the GXTV is a full-fledged stereo TV, complete with fold-out speakers and a remote control.

GXTV
\$299 (msrp)
Available now
+ you can sit close
+ loud and powerful sound system
- screen only 19"
- big cost

At 19", the screen is a tad small but clear enough for two people to sit close to and play. What really sets the GXTV apart, however, is not the video—it's the audio. Not only are the sound controls (bass, treble, etc.) fully user controllable, but the

GXTV has both surround sound and special video game sound modes. Bottom line: For a compact TV, this puppy's juiced-up speakers (three, including a subwoofer) are powerful enough to compete with many home stereo systems.

To be honest, most gamers would probably rather spend \$299 on a new video game system than on a new TV, so price is really the only black mark against the GXTV. But if you're a gamer looking to replace a ratty TV, plus a killer speaker system to hook up a portable CD or radio, definitely check out the GXTV first before considering plain-Jane TVs. ■

The back of the GXTV sports two RF inputs, two A/V inputs and an additional monitor output A/V jack.



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HAVING A BALL?

Spacotec, ASCII Set to Unleash New 3-D Control for PlayStation

Whatever the future of video game controllers may be, that future will certainly include the likes of Spacotec IMC's technology.

The company recently inked a deal with ASCII Entertainment to develop a new 3-D game controller for the Sony PlayStation, slated to be released sometime in 1997.

No price has yet been set for the controller.

As video games rely more on 3-D environments, ASCII hopes its new controller will "set a new industry standard" for navigating through these virtual worlds, ASCII President Hide Irie stated.

Essentially, ASCII bought the exclusive PlayStation rights to Spacotec's "RealLife 3-D Controller" technology, which has been used in PC game controllers and computer industry tools. ASCII will then design and make the PS controller. In addition, both ASCII and

Spacotec will work with PS game developers to make sure future titles take maximum advantage of the 3-D technology.

Instead of an analog joystick, the PS controller will use a ball for movement, which will provide full simultaneous six-axis, 360-degree movement in any direction. This is key for 3-D games such as *Doom*. Instead of using the top shift buttons to rotate around, you can just

twist the ball one way or another—and move in a certain direction at the same time.

In addition, the analog control boasts up to 1,024 variable speed levels. So in a 3-D exploration game, the control could tell whether a player wanted to creep slowly or sprint, depending on the pressure applied to the ball.

As of press time, Spacotec has not yet licensed its 3-D technology for similar Sega Saturn or Nintendo 64 controllers. ■

How Does This Thing Work?

The ball in the above photo is NOT a trackball; rather, it's a ball-on-a-stick that twists, turns and moves in any direction (see diagram below). The control is analog and very sensitive, so your rate of movement can change depending on how much you twist or push the ball. According to Spacotec IMC, this control will be able to do moves that can't be done with today's controllers. In a 3-D game like *Doom*, for example, the ball will let you "circle strafe," in which you can circle around a target with your weapon always pointed at the enemy.



A glimpse of the PC pad (left) offered by Spacotec offers a hint of what the PS version could look like.



PRESS
START



The question of what **Sony** would do with company-owned **Psygnosis** seems to have been answered—for now, at least. The company, known for bolstering the PlayStation's launch with games such as *Destruction Derby* and *WipeOut*, has signed an exclusive distribution deal with **Sony** for its upcoming 15 PS games. The deal lasts only until March 1997, which fuels speculation that **Sony** could very well sell its software subsidiary once the agreement expires. As you may know, **Sony** has contemplated selling **Psygnosis**, which has sought to develop games for multiple platforms—including the Sega Saturn—to increase its profits.

Tetris fans, rejoice! **Blue Planet Software**, the company that decides what publishers will get the license to put out Tetris games for any computer or console, has given **Jaleco** exclusive two-year rights to bring out Tetris games for the Saturn and PlayStation in the United States. The 32-Bit game, *Tetris Plus*, is due in stores this fall for a retail price of \$49, according to a statement from **Jaleco**.

KA-CHING!



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- **N64 Sales Slow In Japan**
- **Enix, Tecmo Join N64 Ranks**
- **Super NES SFA2 For XBand?**
- **Bomberman For PS, N64**
- **PS Add-On For Tekken 3?**
- **Kutaragi's Dino-mite Project**

... "Think or read" my loyal Q-Follower! The Q-Man is back once again with the latest insider info from the great gaming pumpkin patch! This month's selection of dirt may start some white shirts, but the real fun begins now. Yours truly has hit the jackpot with some help from a stable of spies so large it could circle the iron curtain. It seems Square Soft plans on doing Final Fantasy VII for the Nintendo 64DD after all, with some major "shuttle" diplomacy putting the cogs into motion. While other mags have promoted a split between those of Soumei and the big "N", the Q has discovered that the real story surrounding Square's release of Final Fantasy VII on the PlayStation stems from the fact that it had to release a version of the game this year to help Square's bottom line, and a version for the Nintendo 64 wouldn't have been ready in time to yield the desired goodwill that the title will surely bring. Furthermore, the size and scope of the project on the N64 made carry a prohibitive cost (I hear they questioned whether the entire adventure would fit on silicon), and the Disk 2 we won't be widely available until 1997. From Terry Aki, our man in the trenches of Tokyo, comes word that sales of Nintendo 64 have slowed down considerably in Japan after early adopters sucked up some 500,000 units in the first week of release. Rumor has it that 50 percent of all Nintendo 64 purchases were returned after gamers had finished Mario. Considering the drought of titles available for the N64, the Q can't blame them. According to leading trade books in Japan, the initial couldn't get enough of the Mario Man for the first two weeks after the N64's release, causing the top spot in both hardware and software categories. The next two weeks, however, have been dominated by... NIGHTS for the Sega Saturn! Now, Sony has retained the top spot! What's a Nintendo PR agent to do?...

...Quartermen hears that Nintendo pulled a fast one on the retail community over in Japan by demanding that for each unit of Nintendo 64 hardware purchased, the retailer had to set an equal quantity of Mario 64, PlayWings, and a third game. Mario 64 has sold well, but the other two games are starting to collect dust because customers just aren't as interested. Over in the United States, many third-party developers are balking at Nintendo's exploits, and the fact that the initial cost of goods is \$36 per N64 cartridge isn't helping Nintendo's cause (and that's not even counting development costs). By comparison, third-party developers who make games for Sony have a \$10 cost of goods per unit. In addition, if a company puts a PlayStation game on store shelves and it doesn't sell, some developers don't have to pay the per game royalty to Sony. True to Nintendo's history, however, the company makes its money via a surcharge to the production, meaning the big "N" has a revenue stream that is unaffected no matter how a cart performs. It's a great business strategy (yet, unfortunately, isn't winning a lot of third-party friends)...

...Some computers are banking on the fact that the N64 will sell through the roof from now until Christmas. Tecmo has plans to make Tecmo Bowl 64 for Nintendo's big unit while Enix also has plans to release Dragon Quest Garden, the next installment of the Dragon Quest series that you might know better as Dragon Warrior. Tecmo is also making a Super Ghouls n' Ghosts title for the PlayStation which, the Q-Man understands, could go one of two directions. Tecmo's first option under consideration is to make an entirely new version of the game while in a separate play is to port over all of the previous Ghouls n' Ghosts titles onto one CD with graphics and sound enhancements (sounds kind of like the new Star Wars movie, eh?). The Q is keeping his eye on what is sure to be a blockbuster title, so stay tuned for more details... Sony, meanwhile, seems ready to dominate the gaming market—at least until Nintendo gets more games and systems out their doors. To build on Sony's growing momentum, the lead designer and mastermind of the PlayStation is hard at work on some top-secret software projects. Rumor has it Ken Kutaragi is knee-deep in code with a team of programmers and artists collaborating on software built around the Jurassic Park 2 movie called Lost World. Kutaragi is also rumored to be working hard on design specifications for the PlayStation 2. Sony completely cut off Japan apparently wants to set the DVD standard with a system that delivers more than just DVD or gaming alone, but a complete multimedia experience. Rumors circulating around Japan suggest the PlayStation 2 will not have the power source included inside the PlayStation unit but will instead use a more traditional AC adapter as well as on-board memory to relieve the need for expensive memory cards...

...As for the PS memory card, some sources within Sony are hinting that the memory cards will become a more integral element in Sony's marketing efforts. Can you say colloquial memory cards? The Q hases of prototypes for game-specific memory cards embedded with logos have been feeding around the biz development area of the PlayStation police. Sony has given in Northern California and (for one client) well... Turning to the Panasonic M2 situation, Panasonic has formed a new division specifically to deal with their new (and very expensive) M2 technology. The new division will be called "Panasonic Wonderfulness" and although details regarding the M2 are becoming clear, the M2 will have a 4x-speed drive and eight megabytes of RAM (the system won't be released in Japan until April '97 and all bits are September here in the U.S. in a related story, the Q has traced down some of the reasons why it purchased the technology for \$160 million sale, more important, what it stands to do with it. Panasonic wants to put some distance between its DVD player and the rest of the major electronics manufacturers (deja vu?). Panasonic is talking behind closed doors about releasing a second M2 hardware system with a built-in DVD player for \$369 (says "I will over spend?"). Over in Japan right now 20 M2 games are up and running, although all of the games appear to be original efforts at this point. One of the site high profile titles in pipe for the new technology is rumored to be Street Fighter 3 from Capcom. While the Q has yet to pluck any word from the gaming grapevine about any of those titles, Studio 3DO is hiring every quality programmer and artist within a stone's throw of Silicon Valley and is rumored to have a minimum of 10 major M2 titles nearing completion. Rumor has it Studio 3DO is also working on a couple of PlayStation titles, including a quite mysterious piece of programming called G3...

...In some other news, it looks as though Capcom has passed the job of releasing Street Fighter Alpha 2 on the Super Nintendo to Nintendo. Word has it that the game will be compatible with the Super Nintendo X68 and models as well. The game should be out as early as November, one month after Street Fighter Alpha 2 is released for the Sony PlayStation...Capcom has already started development of Resident Evil 2, and the game may end up packed on two CDs. It's too early to tell, but Capcom won't be reworking the old engine and putting a twist in the end of the game. RE2 will be entirely new and rumor has it we could see some new characters added. Meanwhile, Saturn owners could see the game hit their machines as early as May of next year... Hudson Soft has licensed Bomberman to the PlayStation format with an LCD, of some-time early next year. It's not clear whether that will be old versions of Bomberman on one CD or its entirely new Bomb-a-rama adventures, but the Q will keep you posted. In more big news on the Bomberman front, Hudson Soft has signed up as a Nintendo 64 licensee, and sources tell me that a fully rendered Bomberman is on the way to the N64...

...Nothing new on the Mortal Kombat IV front this month, but the current rumor running around the Q's office has't the game hitting the N64 as its first home base. Nintendo is rumored to have had several closed-door discussions with Williams about bringing out Mortal Kombat IV for the N64 system and this could be the reason that Williams has delayed the release of Doom 64 until April or May of next year. The official company line from Williams indicated that the game was being held back to ensure that Doom 64 would be the best Doom ever. Word on the street also says that the size of the game has gone from 64 to 96 Megabytes... Namco and Sony are pulling some plans together for Tekken 3. The game will hit the arcade first, then the PlayStation. Or will it? High-level negotiations on the title are in the works, and we'll have more on Tekken 3 next month. Some industry insiders suggest that an entirely new hardware upgrade will be adding to the PlayStation in conjunction with the game. Can you say Sony Disk Drive? Why would Sony pursue an optical system when they're already CD-based? Secrets, secrets, secrets... That wraps up the installment of the Q-Man report my loyal Q-folks. Look for more on Tekken 3, Mortal IV and some big news on a new development company with big plans (and big bucks). See you next month...

-THE Q

9 OUT OF 10
PSYCHOLOGISTS

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SEVERE CASE OF
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AGES 10+

"This game does not



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exist.”

According to the government, it is preposterous to believe that such a game as AREA 51 exists. Concerning allegations of a top secret experiment gone bad, resulting in mutating alien creatures, authorities were unavailable for comment. Unidentified sources state AREA 51 has developed advanced technologies of mysterious nature: 3D rendered graphics, live digitized action and stop frame animation. All have been denied by high level officials. As for a home invasion of the #1 ARCADE GAME, the Pentagon asserts there is absolutely no documentation pertaining to this rumor.

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PROTOS

RE-LOADED

NEXT WAVE



After what seems like an incredibly long wait, the sequel to one of the most popular PlayStation games is getting ready for release.

Re-Loaded is the sequel to Interplay's popular blast-fest, *Loaded*. *Re-Loaded* retains the action-(and violence)-packed excitement of the original, as well as adding the elements of adventure and strategy. A new three-fourths perspective gives players a better view of the action.

All the characters from the original return (except for Vos), as well as some new characters. The strangest of the newbies is a cybernetic man who makes a "habit" of causing pain.



SYSTEM	RELEASE DATE
PlayStation	December
PUBLISHER	THIRD
Interplay	Action
PLAYERS	SIZE
1 or 2	CD-ROM
	% DONE
	30%



Since his introduction to the video game scene, Mega Man has appeared on nearly every single platform out there. Now he's all set to make his debut on an U.S. 32-Bit system. In *Mega Man 8*, Dr. Wily is once again planning to take over the Earth with a new army of evil robots.

As in the earlier games, Mega Man's faithful robo-dog, Rush, is there to lend him a paw. Rush is now able to convert into a jet bike, form a protective shield around Mega Man and even recharge Mega Man's weapon and energy levels.

Thanks to the vast storage space of the CD, *Mega Man 8* will feature a ton of frames for each character, delivering cartoon-quality animation. Mega Man fanatics can also look forward to fully animated anime sequences in the intro and throughout the game.



MEGAMAN 8

SYSTEM	RELEASE DATE
PlayStation	1st Qtr. '97
PUBLISHER	THIRD
Capcom	Action
PLAYERS	SIZE
1	CD-ROM
	% DONE
	10%



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PROTOS



NECRODOME

For some reason, in the future, normal sports fail to entertain the human race anymore. That's why future societies created sports like Necrodome.

In Necrodome (it's just a game, not an actual death-oriented sport from mankind's dark future), you race your heavily armed car through 15 different tracks, blasting other racers and trying to earn the right to race in the Necrodome. Unique to Necrodome is the ability for two players to play in a Cooperative Mode. One player controls the car, while the other player mans the gun turret.



NEXT WAVE



PUBLISHER		SYSTEM	THEME	
Mindscape		 PlayStation	Sports/Action	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
October	1	CD-ROM	N/A	



Now this is a little strange. Square, the company behind the incredible Final Fantasy series, is making their first PlayStation game a 3-D fighter, not an RPG.

In Tobal #1, you will be given complete freedom of movement to attack your opponent from all directions.

Perhaps the nicest aspect of the game is the character design. All the fighters were designed by Akira Toriyama, the artistic genius behind the Dragonball series and the characters in the Super NES RPG hit, Chrono Trigger.



TOBAL #1

Ultimate MK

3



PUBLISHER		SYSTEM	THEME	
Williams		 Williams	Fighting	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
October	1 or 2	32-Meg	N/A	

Prepare yourself for what may be the final Mortal Kombat game on 16-Bit systems. Ultimate Mortal Kombat 3 will soon be coming to both of the 16-Bitters.

UMK3 contains all of the characters from MK3, but also adds a few new ones, such as Rain, the mysterious new ninja. Look for the return of old favorites as well, like Scorpion and the elusive human Smoke. In addition, UMK3 sports new backgrounds, new kodes and new secrets to discover.



PUBLISHER		SYSTEM	THEME	
Sony		 PlayStation	Fighting	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
November	1 or 2	CD-ROM	70%	

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PROTOS



One of the hottest racing games to hit the arcade will be making a welcome appearance on the N64 this fall. Racing enthusiasts who fell in love with the game's original feel need not worry about the port over to the new and yet untested system. The graphics, as you can see from the few preliminary shots we received, are extremely crisp—giving bright skylines and opposing racers crisp, sharp detail. The original cars also still hold a close resemblance to the fleet gamers have grown used to. The stages also appear to be close to original translation, bearing testimony to the N64's ability to handle high-quality arcade ports. The only question that remains for gamers is: How many hidden vehicles are there, and is the hilarious schoolbus still one of them? A great game that will work wonders for the N64's post-launch period.

SYSTEM	RELEASE DATE
NINTENDO 64	October
	THEME
	Racing
PUBLISHER	SIZE
Nintendo	64-Meg
PLAYERS	% DONE
1 or 2	N/A



CRUIS'N USA

NEXT WAVE

SHADOAN



From the minds that brought players Dragon's Lair and Brain Dead 13 comes their latest point-and-click title, Shadoan. With a budget of more than \$3 million, ReadySoft really pulled out all the stops to get this one on the shelves before Christmas. More than 300 animators worked furiously for nine months to get this one developed. About 70,000 hand-painted cels of animation later, the title proves the abilities of the workers. The graphics look extremely clean and, like most of ReadySoft's titles, appear to be something of a cartoon more than a video game. ReadySoft, in the past years, has created a niche for themselves that is only gaining momentum.

PUBLISHER	SYSTEM	THEME
ReadySoft		Adventure
RELEASE DATE	PLAYERS	SIZE
November	1	CD-ROM
		% COMPLETE
		N/A



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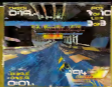
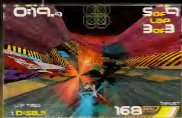
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WIPEOUT XL



The game with roots in the Nintendo classic F-Zero brings gamers the second version of its intense futuristic race action. WipeOut XL for the PlayStation seems to be a close re-creation of the original with new and updated tracks. The size and action in the stages seems, again, very close. Players can probably expect new and better weapons to use on the enemies as well as more intense challenges. No matter what is new, the thrill of playing WipeOut XL is in the tracks and the skill required to get through those hairpin turns with the confidence of a seasoned professional. Even if nothing has changed except the track challenge, there is still plenty of gameplay to absorb and the same number of players as the original. Players need to wait patiently for its arrival late this fall. More info as it becomes available closer to the release date.



NEXT WAVE

SYSTEM	RELEASE DATE
PlayStation	October THIRD
PUBLISHER	Racing SEGA
PLAYERS	CD-ROM 1, 2 OR 3
	N/A

PROTOS

WILD 9

NEXT WAVE



SYSTEM	RELEASE DATE
 PlayStation	2nd Qtr. '97
PUBLISHER	THEME
Interplay	Adventure
PLAYERS	SIZE
1	CD-ROM
	% DONE
	N/A

This graphically impressive game has a clean look and bears testimony to the ability of the PlayStation. Even though this one is still in the beginning of the development process, we did manage to get a few screens of the eye-catching title. Gameplay seems similar to the Out Of This World-style of games with the player controlling the character's action from that same vantage point. The story is based on a group of nine teenagers exploring and attempting to use their youth to take over the galaxy. The title's story is tangled in surprises and twists of fate throughout the adventure.



Herc's Adventures



Greek mythology is turned into a virtual toga party as three mighty mortals go to hell and back to save a goddess and the oracle of civilization. In LucasArts' latest title, Herc's Adventures, players get the chance to explore over 40 unique worlds of action and adventure. There are three different mortal heroes to choose from, each with his/her own specialized weapons, strengths and powers. Either in One- or Two-player Split Screen, players control their hero and watch him/her grow as they guide him/her successfully through the levels. There are opportunities for your character to grow stronger and become faster and smarter. It's a game obviously designed for the long term and not just a one-night stand.



PUBLISHER	SYSTEM	THEME
LucasArts	 PlayStation	Adventure
RELEASE DATE	PLAYERS	SIZE
January	1 or 2	CD-ROM
		% COMPLETE
		N/A

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DOWN in the DUMPS



NEXT WAVE

Billed as one of the most beautiful adventure games to ever grace a home system, *Down in the Dumps* really attempts to live up to a high standard. The title features a high concept and a wildly funny plot for players to enjoy as they control the amazingly rendered characters. DiD attempts to clone a rendered cartoon and incorporate player-controlled action into the plot. Depending on the difficulty level and the maturity of content, DiD may be the best possible title for younger players to try. With grossly proportioned characters and beautifully rendered backgrounds, this title, even in this early level of development, has much of what is required to make it a hit.

SYSTEM	RELEASE DATE
PlayStation	1st Qtr. '97
PUBLISHER	GENRE
Philips	Adventure
PLAYERS	SIZE
1	CD-ROM
	% DEMO
	N/A



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-VideoGames, June 1996

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PROTOS

MAJOR DAMAGE

NEXT WAVE



Normally, you wouldn't want any harm to come to your PlayStation or Saturn, but Capcom is getting ready to subject it to Major Damage. Don't worry, though, your warranty will still be valid. Major Damage is the name of Capcom's newest adventure/shooter game.

You control Major Damage in this 16-level blast-a-thon which features six implements of destruction that can be fired in 16 directions. You will fend off enemies coming at you from either side as well as from the background. In such a case, you can turn and fire into the screen, taking out the enemies plus anything else that happens to be there. To aid him in his battles, Major Damage can also hop into the Damagonobile or the Carnage Cruiser to experience some high-speed destruction.

All the game's characters were created with Silicon Graphics workstations, and each one features Digital Image Designs' new Monkey technology that allows his/her 3-D animations to look even more realistic.

SYSTEM	RELEASE DATE
	1st Qtr. '97
	TYPE
	Shooter
PUBLISHER	SIZE
Capcom	CD-ROM
PLAYERS	% DONE
1	10%

REV LIMIT

PUBLISHER	SYSTEM	TYPE
Sega	NINTENDO 64	Racing
RELEASE DATE	PLAYERS	SEGS
1st Qtr. '97	N/A	64/Mag
		% COMPLETE
		N/A



It seems that with every new system nowadays, there comes a slew of racing titles. The Nintendo 64 is no exception. First there was Cruis'n USA, and now we have Rev Limit.

Rev Limit looks like a major jump over Cruis'n. As you can see, the graphics are a sight to behold. They look incredibly smooth and startlingly real.

It is set up like most racing games, with a map of the track on the screen and all the gauges visible. Like many other racers, you need to reach checkpoints in a certain amount of time to continue racing.

While it may not be the most original racing game out there, Rev Limit seems like it will be more than qualified to be the number-one racing game for the Nintendo 64.



INTERNATIONAL
PROTOS

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CAPCOM



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NEXT WAVE

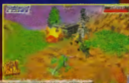
WILD Choppers

As one of the first military action titles for the Nintendo 64, Wild Choppers looks like it will be able to compete with (and possibly surpass) the king of the flying shooters, WarHawk for the PlayStation.

In Wild Choppers, you control a helicopter flying through many different 3-D polygon worlds, laying waste to enemy troops and vehicles. You have a variety of weapons to choose from to use as your instruments of terror.

With the N64 being so new, this is one of the first types of this game for the system. It certainly looks like it will be worth the wait.

**INTERNATIONAL
PROTOS**



PUBLISHER		SYSTEM		THREAT	
Sega		NINTENDO ⁶⁴		Simulation	
RELEASE DATE	PLAYERS			SIZE	% COMPLETE
1st Qtr. '97	N/A			64-Meg	N/A

TIGER SHARK

Tiger Shark for the PlayStation is an action-packed underwater shooter where you pilot a fast-moving sub armed to the gills with weaponry. One of the original features of Tiger Shark is the fact that in addition to fighting underwater, you can surface and take on enemies that float on the surface.

Think of it as a cross between Aquanaut's Holiday and WarHawk. You will be underwater, just swimming around searching for the enemy subs, when you'll spy the underside of a ship floating up above you. You can either attack from below, firing missiles upward at it, or go above water and attack from head-on.

It's a very cool concept that has great graphics to back up the furious action. Maybe this will lead to an Incredible Mr. Limpet game.

PUBLISHER		SYSTEM		THREAT	
GT Interactive				Simulation	
RELEASE DATE	PLAYERS			SIZE	% COMPLETE
1st Qtr. '97	1	PlayStation		CD-ROM	65%



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PROTOS



Rebel Assault 2



While we all anxiously await the *Star Wars Trilogy Special Edition* and the new trilogy, we will be able to tide ourselves over with *Rebel Assault 2* for the PlayStation.

RAII features the first original *Star Wars* footage filmed since *Return of the Jedi*, which makes it seem like you are actually in a *Star Wars* movie.

You'll be able to pilot X-Wings, Y-Wings, B-Wings, speeder bikes and even a Millennium Falcon class transport, as you take on the Empire, which has created another major threat to the Rebel Alliance.

SYSTEM		RELEASE DATE	
 PlayStation		November	
PUBLISHER		THEME	
LucasArts		Simulation	
PLAYERS		SIZE	
1		CD-ROM	
		% COMPLETE	
		N/A	

NEXT WAVE

BROKEN HELIX

Konami is going to be giving us their take on the first-person shooter genre soon. *Broken Helix* is a futuristic action game where the player runs through a futuristic world collecting weapons and trying to survive.

Maybe not all too original, but Konami can make it happen.



PUBLISHER		SYSTEM		THEME	
Konami		 PlayStation		First-Person Shooter	
RELEASE DATE		PLAYERS		SIZE	
December		1		CD-ROM	
				% COMPLETE	
				N/A	

Ball Blazer



Ball Blazer is LucasArts' latest arena combat title based on the 1985 original title that appeared on the C64 and the Atan. It incorporates some seriously fast action improved on over the original by leaps and bounds. It supports multiple play...rs in a realtime 3-D environment. The goals of this updated version are the same as before: forcing the player to give everything they have trying to place the fiery orb in the opponent's goal.



PUBLISHER		SYSTEM		THEME	
LucasArts		 PlayStation		Arena Combat	
RELEASE DATE		PLAYERS		SIZE	
January		1 or 2		CD-ROM	
				% COMPLETE	
				N/A	



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FINAL

DOOM

NEXT WAVE



The granddaddy of all first-person shooters is winding down. Williams will soon be releasing the last installment of the Doom saga on the PlayStation.

Final Doom is the closing chapter of the Doom trilogy. The original Doom for the PlayStation actually contained the first two games.

This time around, there are no new weapons or enemies, just another series of masterfully designed maps filled with countless traps and even more secrets for the aspiring Doom addict to find.

Those of you who enjoyed the original will love Final Doom. Like the original, it is especially fun playing Deathmatch with two linked PlayStations against a human opponent.



PUBLISHER		SYSTEM	THINGS	
Williams		PlayStation	First-Person Shooter	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
October	1	CD-ROM	N/A	

PROTOS

WARHAMMER SHADOW OF THE HORNED RAT

NEXT WAVE



Warhammer: Shadow of the Horned Rat is one of the most intriguing games to be seen in a long time. The action is played in a realistic 3-D environment filled with hills, houses and other old-time buildings. The goal is to command your brigades of fighters from a god view and direct their actions against the hordes of invading marauders. Warhammer boasts thousands of rendered sprites which are viewable from eight different directions. Your quest is to fight against overwhelming forces in an attempt to declare your dominance over the land. Only players with bold leadership abilities, and those capable of mastering intense strategic placement of troops, should attempt this game. One important element Warhammer SOTHR is not missing is challenge. But are you up to it?



SYSTEM		RELEASE DATE	
		November	
PlayStation		Theme	
		War Sim	
PUBLISHER		SIZE	
Mindscape		CD-ROM	
PLAYERS		% TIME	
1		N/A	

INTERNATIONAL PRO

Seta Open Golf



The first sign of a golf game for the N64, Seta Open Golf looks really sharp. Not much is known about the title at this time, so golf enthusiasts will have to wait to see if it will put the power of the N64 to the test.



PUBLISHER		SYSTEM		THEME	
Capcom				Action	
RELEASE DATE	PLAYERS	SIZE	% COMPLETE		
2nd Qtr. '97	1	CD-ROM	5%		

Capcom's latest production enters the market with a thimk for flesh. Werewolf features three-fourth perspective action where you control a metamorphed human in a variety of settings that incorporate city streets, civilians and other disformed creatures. There are a variety of characters to choose from as well as a broad inventory of weapons and items.



Werewolf

PUBLISHER		SYSTEM		THEME	
Seta		NINTENDO ⁶⁴		Golf	
RELEASE DATE	PLAYERS	SIZE	% COMPLETE		
1st Qtr. '97	N/A	64-Meg	N/A		

PROTOS



NEXT WAVE



Hold on to your test kids, there is another first-person perspective shooter coming to the PlayStation. While that's nothing new, this one is by Psygnosis, so you know it's bound to be good.

You play Tenka, who is out to stop a giant corporation from producing an army of evil bionoids. Your only weapons are a prototype warfare package named ZENITH and a "self-generating polymorphic gun." Sure it sounds funny, but it's quite powerful. Instead of having multiple weapons, you now have one gun that can be upgraded into nine different forms.

Tenka features 20 different environments with motion-captured polygon enemies running at 30 FPS.

This should be one of the better first-person games available.



TENKA

PSYGNOSIS		SYSTEM	GENRE
Psygnosis			First-Person Shooter
RELEASE DATE	PLAYERS	SIZE	% COMPLETE
2nd Qtr '97	1	CD-ROM	N/A



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(and a rocket launcher).

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REVIEW CREW

The Review Crew rates each game in several categories—visually, sound, ingenuity and replay value. The average of the four members' scores are listed at the bottom of the reviews. These averages are high and out of the overall scores, which are displayed behind each review and based on how the games compare to other titles on the same system.

THE RATING SCALE:

- 10-Perfect
- 9-Virtually flawless
- 8-Splendid
- 7-Worthy
- 6-Good, not great
- 5-Average
- 4-Best first
- 3-Time waster
- 2-Don't even rent
- 1-Rush it



SHAWN SMITH

CURRENT FAVORITES

East Chamber
Twisted Metal 2
Hardcore Gw

Shawn's been watching the game play Triple Attack 24 hours a day! Seriously, his head has gotten a bit large—and of gross reality. He's been playing more East Chamber instead.



DAN HSU

CURRENT FAVORITES

Tetris Attack
Twisted Metal 2
Tetris Plus

He's been seen to be anything. It seems he's been seeing Tetris Attack and Tetris Plus (places every where he goes—the books, and he's not, like when he gets out, he should be okay to work again).



CRISPIN BOYER

CURRENT FAVORITES

Beyond the Beyond
Tetrad Deception
Kings Field 2

Crisp has started counting the days—or, rather, months—until FF7 hits the States. He thinks it's a bit unfair for Square to waste us with screenshots when we have to wait a year to play the game.



SUSHI X

CURRENT FAVORITES

SP Alpha 2
Tomb Raider
Three Dirty Dwarves

Sushi has been breaking around the office in his rank order, bothering the people who are really working. He has also been showing off the Token 2 and Street Fighter Alpha 2 prowess.

EDITOR'S CHOICE

Gold Awards are given to games with a total average score of eight, while games that average nine or above receive Platinum Awards.

PLAYSTATION CRASH BANDICOOT

SONY



GAME OF THE MONTH

CATEGORY: ACTION

BACK-UP: PASSWORD/MEMO CARD

BEST FEATURE: GRAPHICS

WORST FEATURE: NARROW PATHS

ALSO TRY: RAYMAN

So here it is, Sony's hot mascot. The marsupial from down under that uses his hooked toe to clean the face from his face... is that a special move? Like Crash it's not the best action game I've played, but it's a lot of fun. It's like the original Mario with some 3-D effects thrown in. Note that it is not a 3-D environment per se, but it does have certain 3-D elements. What's nice is that the game isn't always from the same viewpoint. Sometimes you play in a Side View Mode, other times you're behind Crash in other times it's a running at you. Crash himself is a very cool character and so are many of the enemies.

Crash Bandicoot is an excellent all-around title. It has it all: lots of levels, great animation, variety and most importantly, fun. The game borrows a lot from many titles from the past, like Donkey Kong, Country, Super Mario and so on. Crash takes the best elements from all of these. The levels change all the time, so one minute, you're playing a side-scroller, the next, a forward scroller. The enemies were a bit too easy to kill for the most part, since you can just spin your way through them. My biggest gripe is Crash's handling. His jumps are too slow and inaccurate. You might find yourself missing a narrow platform once in a while.

Of all the PlayStation games released so far, Crash Bandicoot has the best graphics. Its colorful, 16-bit visuals are astounding—especially in the river levels which look well, convincingly wet. Of course, pretty pictures don't make a perfect game. Yet Crash is almost as fun to play as it is nice to look at. While the gameplay won't win any awards for originality (you jump on and spin into enemies, after all, Crash does control well and is packed with lots of fun frogging, anyway?) The fact that you can gather gems to unlock secret areas also knocks up the replay value. Still, the mostly linear levels don't allow too much exploring.

I felt Crash was the highlight of the many titles at E3. The character and the bright graphics in the stages caught my attention, and the gameplay kept me interested. However, I thought I was in store for a disappointment by being forced to play on a single path. Although most of the game is "linear," that means the action is still intense and challenging to keep players from wondering what could have been better. Running away from stone boulders, riding pigs and breaking things makes Crash a fun game to play that should not be missed. I suggest drooling. Crash Bandicoot out!

SCORE	REPLAY VALUE
9	7

SATURN ROBO PIT

THQ



CATEGORY: FIGHTING

BACK-UP: SYSTEM/CARTRIDGE

BEST FEATURE: WEAPON CHOICE

WORST FEATURE: SMALL ARENAS

ALSO TRY: WF KIDS

Interchangeable arms—a dream many of us will never be able to live. Since this is the case, Robo Pit will have to do. And it does well. Robo Pit isn't a spectacle for game. The graphics are great, but the game itself isn't anything special. For a good time I would have to recommend trying it. The Split Screen Mode is a lot of fun for two players. What's nice about the game is that it features 101 enemies. The only thing is that once you make it through all of those obstacles, I wonder if you'd want to play it through again. For me, I didn't. The arenas are simple looking, but there are quite a few different ones, so that worry is not.

Robo Pit is a blender mix of Jumping Flash! and Cyberbeat. The concept is excellent. You can customize a little robot and decide things like how it gets around (wheels? spider legs? etc.) and what kind of weapons it has. If you win your one-on-one battle, you can sometimes keep parts of your opponent and add them to your own robot. Sounds great, right? It's just too bad that the gameplay is mediocre at best. The action is slower-paced than Cyberbeat. The battles are not that exciting to watch, much less play, and they can go on forever. Robo Pit is a nice try, but it could use a new design in the gameplay department.

Robo Pit isn't your run-of-the-mill fighting game. For starters, it pits your robot against a whopping 101 mechanized opponents. You can also build your "bot" from the ground up, giving it custom body parts to increase its leaping, running or fighting skills. But the game's best feature is the huge assortment of other wacky arms you can collect and attach to your robot. I prefer the suction-cup launcher. Unfortunately, combat isn't all that exciting. Besides a few fancy punches and whatever attacks you get from your arms, your robot's list of special moves isn't all that special. The feature-enriched combat arenas aren't very big, either.

Robo Pit is a cross between a typical arena game and a limited combat version of Jumping Flash! Play is fast and changes constantly with the addition of new weapons to your character after every stage. Each enemy that attempts to stop your progress up the elimination ladder is very capable of sending you to a very grave if you're not careful. I found the round feature one of the best options. It allows the player to look the carcass of a fallen opponent over the mesh and take his weapon-packed arm. These small options that allow a player to customize their robot to their liking are what make this title worth playing.

SCORE	REPLAY VALUE
7	6

SATURN

GRID RUNNER

VIRGIN



CATEGORY: ACTION

BACK-UP: SYSTEM/PASSWORD

BEST FEATURE: 2-PLAYER MODE

WORST FEATURE: CONFUSING

ALSO TRY: REAL LIFE TAG

It's always good to have a few really fun two-player games in your collection. This way when your pals come over and want to play some games, they don't have to sit there and watch you play an RPG or something—it's just as fun to watch. Grid Runner is a great addition to anyone's collection as a two-player game. As a one-player game, it's pretty good too. The graphics are a little jagged at times but the ground warping is a cool effect. What really makes me like this one is the Two-player Mode (though I just really enjoyed running around on the grid as your opponent was after you. I think it's more of a two-player game).

Original and fun? Quite a fool for game companies today. But Virgin has managed that with their Grid Runner. It's a fast-paced action like that's extremely easy to pick up and a bit hard to put down. The object? Basically, it's tag meets capture the flag. The humor? Two-player Mode is the best, though the way the game is set up, you'll have to steal all the flags from your opponent to win. Therefore, some long, drawn-out battles can occur when two people are equally skilled and slowing back and forth from each other. This prevents dose games. Also, sometimes the action is too furious, which leads to some confusion.

Would he thought a video game version of tag could be so much fun? From the second you fire up Grid Runner, you're caught up in a fast-paced chase that—depending on the skill of your opponent—can last anywhere from one to 10 minutes. And your ability to teleport, drop mines and land spells at your opponent adds a tad of strategy to the pursuit. The one-player game is decent enough, but it's Grid Runner's two-player, Split-Screen Mode that gamers will probably play most. The only problem is your runners get a bit tatty—and hard to see—in the Two-player Mode. The graphics move kinda jerky, too.

If you are into two-player arena battling, Grid Runner is your game. Players will find the graphics really crisp and the action smooth and fast-moving. Although there are many key elements to this title that are apparent as soon as the game is sparked on, players will find the most enjoyable hunting out their friend and blasting him back to the Dark Ages. The story's plot isn't anything great, but it does suffice to get the players in the ring and make them start slugging out each other on the network of grids in the stages. Many dose increments could easily be destroyed by this title.

VISUALS	SOUND	INTEGRITY	REPLAY VALUE
7	7	9	9

SATURN

TETRIS PLUS

JALECO



CATEGORY: PUZZLE

BACK-UP: SYSTEM

BEST FEATURE: 2-PLAYER MODE

WORST FEATURE: OLD FORMULA

ALSO TRY: BAKU BAKU

I've always been a sucker for Tetris—actually any puzzle game! Tetris Plus is a good one to get because it just doesn't give you another Tetris. The game really is Tetris with a plus. The story for the Puzzle Mode is a little silly but I guess Tetris is a little silly to begin with. The control is strange since you have to tap the D-pad and then hold it down to move the blocks around. It's kind of like they have acceleration or something (obviously, you'll understand when you play it). Besides this, you can make your own puzzles in the Edit Mode (Overs), the game is a lot of fun with decent graphics and some cool modes of play.

Like Michael Jackson, Tetris knows how to make a comeback, but a lot of us are tired of it by now. Tetris is a classic, absolutely no doubt. I defined one of my favorite games—the puzzle game. I still remember having dreams about falling blocks from too many hours of the game. This version is the best way to get this game. It has a two-player Competitive Mode, which is not like the original's, this time, you can add blocks to your opponent's side. You can install and customize your own levels too. This would almost be perfect, if it wasn't playing the hell out of the original. Still, it's a good package for even a part-time Tetris fan.

I used to be a big-time Tetris fanatic. I have a hot-pink Tetris game watch to prove it, so I was all geared up to play Tetris Plus. And the game doesn't disappoint! It lets you play just plain old, classic Tetris (which is 80 percent of the reason to buy this game) as well as a goofy variant with individual puzzles. Two players can play independent Tetris games at any time or battle each other in the Versus Mode. You can even add the playfield to create especially tricky Tetris scenarios! Sure, the graphics are nothing special, and the game could easily have been done on the Genesis, but this Tetris' success was never built on fancy graphics.

The most amazing thing about all the Tetris titles that have been released are the minds behind them. Each one has new and different features to keep players interested in what is nothing more than the same old block game with lots of extras. Tetris Plus is again one of these titles. But now, there is a professional/scientist to save us all: the ability to build your own puzzles. Tetris Plus is a rewarding title with multiple levels of fun with the same classic challenge. If you can't stand to be without the latest Tetris release to pick up on your shelf next to the dozens of others, pick this one out.

VISUALS	SOUND	INTEGRITY	REPLAY VALUE
4	5	7	10

SATURN

THREE DIRTY DWARVES

SEGA



CATEGORY: ACTION

BACK-UP: SYSTEM MEMORY

BEST FEATURE: ENEMIES

WORST FEATURE: COLOR PALETTE

ALSO TRY: GUARDIAN HEROES

Three Dirty Dwarves features some of the most hilarious animated characters since Chuck Norris hit the Sega CD. There has been a little buzz about the game, especially since the company behind it is Sega's—people's comedy has been abused. The game's controls are great. I had a lot of fun seeing what each dwarf was capable of. Some of their special moves are excellent-looking. The enemies and bosses in the game are funny as of heck—they look like they're straight out of Liquid TV (if it was still around). At first I steered hard, but as you played it, I kind of became too easy. This could be a problem for long-term play.

Three Dirty Dwarves is an excellent side-scrolling final fight with a dose of humor. The cartoon dwarves were hilarious for once. I didn't want to let the button to stop them. The game was hard and easy at the same time. Well, you ask, how can that be? Well, it was easy to get hit in the game. That's the hard part. The great thing is, your teammate can come and revive you, or you can do it yourself by wiggling the D-pad. The only real way to die is to have all three lives status die at once. This made it very enjoyable to play taking any possible frustration out of the game. TDD is simple and fun, but definitely mindless.

TDD just goes to show that re-staged games don't have to be 3-D to be fun. This game tosses a few new features into the side-scrolling genre, like being able to choose between characters in the middle of play (similar like in Donkey Kong Country), except the dwarves can all join together for special moves. Two or three players will have a blast in the Multiplayer Mode. TDD is loaded with personality and features certainly but flabby graphics. The cartoon extras are especially weird and entertaining. On the downside, TDD is extremely difficult and often frustrating. Making it through the game's 15 levels isn't easy.

Any well-done Final Fight-style game is usually good enough for two players to waste some time with and have an enjoyable experience. Three Dirty Dwarves goes one further by allowing players to enjoy themselves with the grossly inappropriate characters in many challenging levels. I feel the graphics are perfect for what the game tries to be, along with the unusual form of attacks the heroes use. The enemies are also worth mention. There is actual strategy to defeating the bosses and hilarious interaction with the pedestrians in the background—the perfect balance for what TDD tries to be.

VISUALS	SOUND	INTEGRITY	REPLAY VALUE
7	7	7	6

PLAYSTATION

BEYOND THE BEYOND

SONY



CATEGORY: RPG

BACK-UP: MEMORY CARD

BEST FEATURE: FINALLY, A REAL RPG

WORST FEATURE: LONG CUT SCENES

ALSO TRY: KING'S FIELD

Being the first true RPG on the PlayStation, I was impressed with *Beyond the Beyond*. The graphics were bright and colorful during the game, and the battle sequences were even better-looking, feature-rich scenes. I got a little annoyed with the scaling whenever a battle started. The first few times it was okay, but after the seventh or eighth battle, it was unnecessary. I did like it when the main characters jumped for joy after they won the battle. The story line was pretty standard, but that's not a major problem. Besides this, the music sounded great. Overall, I think *Beyond* is a safe purchase for any RPG fan.

I wonder why 99 percent of RPGs must look the same? You know what I'm talking about—the same overhead view, the same stock characters, etc. BTB is no better. In fact, the characters are smaller than they are in most games. The battle scenes, however, do look good. Besides that, some of the conversations are really tedious. It seemed that there was more talk than action. I almost fell asleep waiting for all the people to finish chattering. After a while, I was hitting "X" just to wrap things up. It should have been balanced better. In other news, the story is standard RPG fare (pretty good), and the music is excellent.

PlayStation owners have been screaming for an RPG since their systems came out, and now they finally get one. The only trouble is, BTB doesn't jump out enough visual sparks to come off as a true 32-bit, next-gen RPG. Besides its 3-D battle scenes, cool magic attacks and colorful graphics, BTB isn't much of a step up from the 16-bit RPGs. Still, it offers a solid edge (although the cut scenes may be long) and lots of locales to explore. Since PlayStation gamers have been without an RPG for so long, BTB will get far more than its unimpressive BMS like *Breath of Fire 3* and *FF7* on the horizon, it's hard to get too excited.

Based on Sony's biased opinion about RPGs, I was expecting a lot more from the title being billed as the platform's first true role-playing game. This is fun, but my rating for the game because I was expecting more even though everything is still ideal for the occasional RPG fan. The graphics and the story however are really complete and hold true to the PlayStation's ability to top-quality titles currently out there. Like Working Design's *Shining Withdorn*. Next time, Sony, don't ignore the RPG audience. Policy like this converted many pro-PS gamers to get a Saturn in order to play the games they enjoy.

VISIONS	SCORE	INTEGRITY	GRAPHIC VALUE
6	7	5	3

PLAYSTATION

PROJECT OVERKILL

KONAMI



CATEGORY: ACTION

BACK-UP: MEMORY CARD

BEST FEATURE: REALISTIC GORE

WORST FEATURE: CONTROL

ALSO TRY: STEEL HARBINGER

Man, did I like *Project Overkill*. I hate to admit it, but it's fun to shoot people when you know they're the bad guy. Understand that I wouldn't kill anyone in real life—unless, of course, they took away my PlayStation or Saturn, but I digress. The graphics are sharp and the character animation is awesome. When killed, some enemies spurt blood while others just slump over—it looks very cool. It's not just a blood fest though, and that's the beauty of *Project Overkill*. With all of the killing and destruction, there really is a great game underneath with difficult missions to complete. The control is what brings this one down.

I don't know what it says about our society when games like *Project Overkill* have a market among gamers. It's very violent and mindless. BUT, among the violent and mindless shoot-'em-ups, *Overkill* is one of the better ones. The levels are always cluttered with health and ammo power-ups, so the game is not terribly difficult. The controls take some getting used to, and while you are mastering that, you'll expend plenty of ammunition trying to aim at enemies, which is a real bit hard to do. Some enemies can shoot you while they are off the screen or behind walls. This is the game's worst feature as you can't avoid the hits.

There's no shortage of enemies to exterminate in *PO*. I just wish it was a whole lot easier to kill them. The control in this game is awkward, since you have to aim your guns with the four joystick buttons (like in the Super NES version of *Snatcher*). Consequently, you waste way too much ammunition trying to nail one bad guy simply because he's standing diagonally to your character. You can choose a second control method, but it's even worse. Your character does get a bit easier to control after some practice, and the isometric levels are large and detailed. The game also offers plenty of levels and buckets of blood and guts.

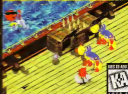
Project Overkill is a great Rambo-style title that allows the player to take his/her chance of breaking through non-penetrable defenses to complete a mission. I instantly identified with the differences of the four characters and enjoyed the different style of play each required to use effectively. The graphics are really sharp and give the player shocking realism: steam with gas as they gun punch and stab their way through the human enemies. The sound also adds to the realism by authentically conveying the sound of a knife punching through an opponent's back as well as others. A must for lovers of challenging, violent games.

VISIONS	SOUND	INTEGRITY	REPLAY VALUE
8	8	6	6

PLAYSTATION

SPOT GOES TO HOLLYWOOD

VIRGIN



CATEGORY: ACTION

BACK-UP: PASSWORD

BEST FEATURE: CINEMAS

WORST FEATURE: CONTROL

ALSO TRY: CASPER

Let's just start by saying that *Spot* is a pretty cool little character. He doesn't talk much—at least in English—but he makes up for that with style. *Spot* is a fun game that's graphically impressive but has some problems with control. The screen movement is jerky and the three-quarter perspective is confusing when you're trying to locate a power-up in the air. You can make the control non-isometric which makes things a little easier, but overall, the control is far from perfect. There is a large variety of levels to see and the enemies in between are pretty damn cool. I dig the puzzles in the game and the cinematics are great-looking.

Spot is too damn cute. The cinematics in this game were great. I laughed, I cried. The game itself was at best, pretty good. I didn't like it like I was playing anything that I haven't played before. Besides the perspective, this *Spot* title practically begs you to look at the old 16-bit titles. Speaking of the perspective, the three-quarter view doesn't cut it for *Spot*. Sometimes, my shooting or jumping aim was slightly off. It reminded me of the trouble I had as a kid playing *Zaxxon*, because I couldn't really tell where I was heading. The controls also need tweaking. *Spot* was just too sensitive to handle. Not a bad game, just not perfect.

The Super NES and Genesis versions of *Spot* scored high with *ECM* because they both had sharp graphics and great gameplay. This 32-bit update only does half the job. While the game's plenty pretty to look at, it gets (sort-of) and plays only so-so mainly because the control doesn't work well with the standard view. You can choose between three control modes, but each one ends up being sore after a few minutes of play. The cinematic perspective also makes it hard to judge the position of certain obstacles. These games inside. *SGH* is a decent enough game. Players will get a kick out of its weird levels (one's even inspired by *Zaxxon*).

Spot has found a new home on the PlayStation. His latest plot gives players all the fun and imaginative levels as his 16-bit predecessors and makes them with the play speed of a next-gen system. Carrying *Spot* is a difficulty that has to be overcome by the player. This is caused by the 3-D isometric viewpoint which makes it hard to estimate your character in the stages, but nonetheless can be overcome with practice. The best feature in the title is the ability to comb through the movie-based levels and be apart of them. Everyone should experience a day in the life of the soft drink mascot.

VISIONS	SOUND	INTEGRITY	REPLAY VALUE
8	8	5	6



The clock is running your adrenaline is pumping
sweat is dripping into your eyes as you

feel your muscles tensing and you prepare to
make the move that for just one fraction of a second will send you

soaring right over that other guy in your

quest to feel the exquisite rush of head

connecting with ball and in one brilliant blinding

flash wonder how anyone can actually

believe that this is just a game.

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Race with 28 of the fastest, most monstrously aggressive drivers on the planet.
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28 cars perfectly mirror their real-world counterparts. If you blow into a sidewall, you better count on a pit stop and costly repairs.

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Hit 17 of the world's most famous race tracks — each recreated from official FIA surveyor's maps, each replicating actual spaces.



Choose your race style. Arcade mode, two player mode (for you competitive types) or Grand Prix mode for hard-core purists.



Ripper racers in the extreme 256 colors, 100,000 polygons at 30 fps. Ambient in-car sounds taken from actual F1 cockpits.



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FORMULA 1, THE GAME

START YOUR PLAYSTATION.

SUPER NES

MS. PAC-MAN

WILLIAMS



CATEGORY: ARCADE CLASSIC

BACK-UP: PASSWORD

BEST FEATURE: 2-PLAYER COOP MODE

WORST FEATURE: OLD GRAPHICS

ALSO TRY: ANY PAC-MAN GAME

What is there to really say about Ms. Pac-Man? The original arcade was a whole lot of fun. Sure, it wasn't a Mario 64 with the flashy graphics, but it was a blast to play. This new version of Ms. Pac-Man for the Super NES is the same, only it doesn't have scoring and rotation effects. It doesn't have red shields or cool graphics. For some, it can seem a bit old-fashioned but for me, it's refreshing. I liked all of the various modes you can change, like the size of the board and the type. The turbo addition is a nice touch, too. I was a little surprised to see slowdown at times when the board scrolled up or down.

Having never played the Genesis version, my only impression of Ms. Pac-Man was the old arcade version. I was expecting the old game, which was okay but that's why I was surprised to see all the new options available, like the different levels (such as the "crazy" design) and Turbo Mode. The best, however, is the two-player game. You can play competitively and cooperatively. It is truly a lot of fun. This is also the type of game you can show to new-to-video game players to get them hooked. Ms. Pac-Man is wholesome fun for any demographic group. You'd have to be crazy not to love this title. I highly recommend it.

It's hard to pass a Ms. Pac-Man arcade machine without dropping a few quarters in it. The game's still addictive—and this Super NES version is a nice perfect port. Better yet, it keeps the arcade original by letting two players zip around the maze simultaneously in either a cooperative or competitive game (although the whole maze doesn't fit on the screen and sometimes players lose sight of their Pac partner). Still, one excellent indication of an arcade classic may not be enough to please all gamers—especially those too young to run nostalgia over the angle. If only this cart had a few more games (Super Pac-Man, anyone).

Ms. Pac-Man was one of the simplest setups ever created even in the early days of video gaming. When I look at the title even now, I see a character that made a lot of money now dress-dressing by wearing a bow tie to make even more. The game, however, is a good translation with the various game options such as a larger screen, Boost Mode and Dual Player Simultaneous Mode. In today's video game market, Ms. Pac-Man may not appeal to the younger audience who have only seen pictures of the Pac family. A fun classic but suffers horribly in the '90s with an audience who know up on Street Fighter and Mega Man.

GAME BOY

**BATTLEZONE/
SUPER BREAKOUT**

T'HO



CATEGORY: ARCADE CLASSIC

BACK-UP: NONE

BEST FEATURE: SUPER BREAKOUT

WORST FEATURE: BATTLEZONE

ALSO TRY: KIRBY'S BLOCKBALL

What a pleasant surprise. Not as usual for Super Breakout but for Battlezone I didn't realize the Game Boy could do vector graphics but I guess it can. Kind of. Playing this one on your Super Game Boy is the way to enjoy the game(s). The SCB gives color to Super Breakout and BZ. Playing either of these titles on the regular Game Boy is fun but graphically unimpressive. As I played Battle Zone I actually felt like I was on the arcade, or, maybe not quite on the arcade but pretty close. I'm not sure if I like the idea of companies making games more for the Super Game Boy than the regular old Game Boy. Oh well.

It's too bad I have to write a paragraph's worth of text, because I can sum up this review in one word: no. That's not for "no fun" and "no value." The Battlezone game almost looked like it had potential on the Super Game Boy, the graphics looked clear and crisp, just like the arcade original. Once you start playing, however, you see how poor it is. Battlezone is a simple game that should have been easily translated on the Game Boy, but it wasn't. It was choppy and slow. Breakout and its variants were decent, but it's an old game. Breakout fans should get Akaloud, or even better, Kirby's BlockBall instead.

Don't bother buying this game to play Battlezone. The tank game may have been a blast to play in the arcade 15 years ago (when it had two joysticks), but the Game Boy version is worthless. The graphics are jerky and the game's too repetitive. Super Breakout is a different story. The game was an instant classic when it was released for the Atari 2600's and it's still fun to play. The Game Boy version has more than enough screen space to keep you breaking blocks for hours, that is if it's worth buying! Not when you can plunk down your dough for Kirby's BlockBall, a much more modern and exciting update to Breakout.

Battlezone/Super Breakout for the Game Boy is a decent title. All the highlights of the original action have been kept intact even through the conversion. As I've stated before, the revival of classic games is a touchy subject for many gamers, but a game like Breakout is a perfect title for the portable power of the Game Boy. A new generation of gamers may have the chance to experience the first attempt at a 3-D match title and the classic Pong-style game. A problem I see affecting the enjoyment of the title, as well as most GB titles, is the small screen. Ostran enemies and the small ball are consumed by the background.

GAME GEAR

X-MEN 3

SEGA OF AMERICA



CATEGORY: SIDE-SCROLLER

BACK-UP: NONE

BEST FEATURE: LOTS OF X-MEN

WORST FEATURE: EVERYTHING ELSE

ALSO TRY: IRON MAN/X-O

The hardest part of being a reviewer in a land full of 32-bit (and now 64-bit) systems is the old, and many times very good, 8-bit system game. X-Men for the Game Gear is a good-looking game but really lacks what it takes to be fun. The game that always seems to remind me of this is Chuck Rock, but for the GG. X-Men is not fun like that one is. The graphics in X-Men are actually very good, but the enemies can take for two or three hits before they're dead and the levels are too barren. If the title you can't choose what member of the X-Men you can control as your avatar, but that doesn't really make up for the poor gameplay.

This game looks and plays identical to Iron Man/X-O or Robot Cop vs. Terminator, with only a slight change in backgrounds and main characters. What makes this title stand out is the use of the various X-Men, even with his or her own power. Truthfully, even that didn't help. This game is also much harder than the aforementioned titles. I guess the two difficulty settings—Maraud or Sudden—are a good indication of that. The enemies all look several hits to kill, and unless you are a master ringo video game player, you'll take hits while trying to kill them. Jumping from platform to platform was inaccurate and frustrating.

It's really fun to play with dual, no-tilt side-scroller games like X-Men 3. This title demands no strategy and even less thought, you just traipse around level after level and beat up poorly animated bad guys while listening to annoying music. Sure, the levels are pretty big and your character moves so slow he or she takes forever to get anywhere. At least you get to control several different X-Men (new ones became available as you complete each level). Each X-Man can take a special attack, which takes some of the monotony out of killing enemies. The sad thing is we'll probably see more games like this for the Game Gear.

The characters in X-Men 3 have a handful of good moves as well as interesting special moves that are unique to each character. The levels are sized large and offer the player many areas to search for the bonuses such as power-ups and advator switches. When it all started this one up, I feared that the only two characters I would be able to play were Wolverine and Rogue. I was later denied to find that Gambit and others could join the force and make a scabrous team. X-Men 3 is not a great game, but it's interesting enough to be worth the cost for players who refuse to let the Game Gear die.

Shawn

Dan

Crispin

Sushty X

VISUALS	SOUND	INGAMEPLAY	REPLAY VALUE
5	6	6	9

VISUALS	SOUND	INGAMEPLAY	REPLAY VALUE
4	4	3	5

VISUALS	SOUND	INGAMEPLAY	REPLAY VALUE
4	3	3	3



Behind The Screams...

While the first King's Field was a phenomenal success, ASCII wasn't satisfied with just putting out a sequel with the same great features that made KF I a hit. So they put their best American team on the project working directly with From Software, Inc. of Japan to make King's Field II the biggest, best, blow out game of the year!



Behind The SCREAMS

It all started with a wish list. Design and Layout coordinator David "Commander" Silveira and Production overseer, Mark "The Monk" Johnson (doubling as ASCII's video game consultants and game masters) were given the opportunity to make a wish list for everything they wished had been in KF I and everything that could have been better that was already in the game. Combining feedback information from the consumers via the On-line News Groups, registration e-mail information, and their own ideas, they put together a list of upgrades that would make the ultimate game. After presenting the list to From Software, Inc. of Japan, ASCII also added Austin (as in "Prince") Leininger to the ranks of the KF II team to help implement the upgrades and make KF II a smashing success.

"Rewriting the Japanese script was a blast," quoth Austin. "It was the opportunity to actually create an entire script for a video game only limited by the original story line from Japan."

The improvements over King's Field I include...

- Larger world to explore.
- Outside areas of exploration.
- CD Quality music and sounds.
- Improved character definition and dialog.
- Enhanced storytelling and plot.
- More fearsome enemies.
- Enhanced weapons and magics.

And Much, Much MORE!



THE FACE OF THE ENEMY!



Inside Edge

— King's Field II is intense. Your only hope of capturing the whole thing is to acquire the *Pity Map* early on in your quest. (It's an artifact which maps everywhere you go in the game.) Early villages, early dungeons, and undergrounds lay its own map, so starting out where you're born is always as pulling up your first pants!

To find the *Pity Map*, you must make your way through *Forest of Fear* (a maze just beyond the castle in the first level). Once you've made it across the river, you'll find the map alone with another important item.

To receive the *Pity Map*, you will have to talk to *Isabel*, the character that holds the key to the map. To speak with every character you must access every floor you see there. Character change what they say after you've visited other villages and dungeons, so talk to them often! For reference, your character keeps a log of all your travels automatically.

mind in case. ASCII did leave in some of the already refined elements that made the first King's Field a roaring success. The intuitive control and pop-up menus remain unchanged for the most part. ASCII did, however, add a feature to the "System" menu which allows you to change the default button configuration to anything you want. This feature gives you just that much more control over how your game acts and reacts.

This much anticipated sequel to King's Field would have done incredibly well even without the

vast improvements. Just on the promise of the same quality in the beautiful 3D polygon graphics and intensity of gameplay, King's Field II would have been a sell out game! But with improved sound, graphics, and storyline, along with a humongous world to explore, King's Field II is destined to be one of the top sellers this holiday season and well into next year!

I would wish good luck to you, Prince Austin Lyle Forester...but you're gonna need a lot more than luck to make it through this one!



PLAYSTATION

KING'S FIELD II

The King Is Back, But His Field Has Changed!

No more Mr. Nice King! He's working for the dark side now! King Alfred, the Holy King of Verdite has fallen victim to the minions of evil as ASCII Entertainment brings us another installment of last winter's hit PlayStation title *King's Field*.

In *King's Field II*, you will find the same gripping elements you found in the first *King's Field*, only with even MORE of the fantastic elements that addicted you to the original.

An awesome new world lies before you as you embark on your new quest. ASCII obviously put in an incredible amount of work to make this new quest in the kingdom of Verdite as lavish and realistic as possible.

This realism stems from the same technology that was used in *King's Field I*, but this time, you have the entirety of the kingdom to explore!



Outdoors, inside castles, villages, underground passages and dungeons — all combine to make an immense world that will have you immersed within moments.

Make no mistake, this is no ordinary sequel. Numerous upgrades and captivating elements mix with the most addictive points of the original top-selling adventure to bring you the hottest new title to hit the PlayStation this year.

As you may recall from the first *King's Field*, a 3D texture-mapped, 360° world of larger-than-life enemies lay before you on the monster-infested island of Melnat.

Shipwrecked on this island, you were to battle your way through levels upon levels of dungeons and monsters in search of the Moonlight Sword which was stolen from the King's Throne in Verdite (the kingdom on the mainland).

Your character, Alexander, learned magic spells, grew more skilled with his sword, and was able to pick up and equip any weapons,

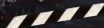
armor, or items found on the island. All of the elements of a winning RPG were packed into a first-person, Action/Adventure outer shell — bringing a very unique game to the genre which held the attention of most everyone. With vast improvements over the first, *King's Field II* is bound to share the same success story!

One of the most riveting elements of the new quest is that the storyline has been greatly improved upon! I know that a lot of us thought that the first *King's Field* was plenty deep, but ASCII has gone above and beyond to make this sequel an experience that will draw you deep into the involved plot — disabling you from putting down your controller until every last *Red Eye*, *Dragonewt*, and *Steel* are driven from the kingdom!

You start out the game with an introduction which allows you the chance to find out what has been happening since Alexander brought back the Moonlight Sword to the kingdom of Verdite five years ago. A cool intro



sequence complete with voice over and full-motion cinematics bring you into the world as the King's son, Prince *Austin Lyle Forester*, a title that should have everyone in the Kingdom bowing to kiss your feet. Unfortunately, your father — *King John Alfred Forester I* — has fallen to the will of the evil forces which are attacking your kingdom.



DEVELOPER	RELEASE DATE	
ASCII Entertainment	Halloween '95	
SYSTEM	GENRE	
Playstation	Action/Adventure	
% OF PLAYERS	RATED	% COMPLETE
1	CD-ROM	30%



As you progress through the game to go out and save the world, you will have to talk to all walks of life in the kingdom. Eccentric Mad's nice mother, indifferent soldier, even an occasional armed monster will have a few words for you. Your challenge, of course, is to gain the favor of the people so that they will give you the help you need to get try to

"It's so addictive, they'll have to cut the power to my house to get me to stop playing!"

— Game Tester

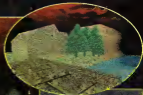
learn new spells of magic, pass over rivers of lava, and collect threads of power that can sew your kingdom back together.

Don't get me wrong, this is no "looking at home with your couch needles" game we're talking about! You'll come up against some of the most frightening and powerful enemies since Clash of the Titans!

In addition to the game's storyline, ASCII has also put forth a valiant effort to come up with humorous and stimulating dialog and characters to bring your quest to life. Such characters as Jack, a 100+ year old resident of Verdne with a more than stereotypical attitude and a funny scintilla about

him, will bring specks of humor that you'll enjoy throughout the game! Even a bit of romance enters the quest as the scintilla clad elf merchant Lyn—who has held a flame for the prince since childhood—drops hints about her feelings that even a Golem could comprehend.

Not to forget about the CD quality sound, of course! King's Field II has a wide selection of accompanying music to entreat your ears as you progress along your journey. Original scores are long enough to not sound repetitive, and yet are not so intruding as to distract from the ambiance which they so artfully bring to the game. Other sound effects include terri-



Swordplay...

The fighting technique in King's Field II is slightly different from the original. The enemies have been enhanced to recognize your pattern of attack so that they can turn, block, even parry and thrust to put you quickly into the realm of the dead! What you will have to learn is to circle and then double back while the enemy is dizzyed. In this way, you will reduce your time and live longer. As to the first quest, you can always go in for a quick hit, but in King's Field II, you will be less likely to achieve success — the Skeletons, for example, now have the ability to block with a shield, duck under a slash, and stop you while you try to retreat!

In addition, see your magic as



a distraction while you go in for a hit. Once you learn some spells, aim the enemy.

And, then go in for the kill. Enemies can use the same tactics, though, so be careful. They also attack in groups, so make sure that you don't get surrounded! Good luck!

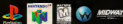
fying walls, screams, and roars from the afflicted and from the enemy; thunderous explosions, the glorious sound of steel on steel during sword fights; and, of course, the exceptional Stereo effects that were such a notable achievement in the first King's Field! You can actually tell how close you are to a monster by how loud the eerie screeches and roars are — with some practice, you can even distinguish what you're going to come up against

around the next bend!

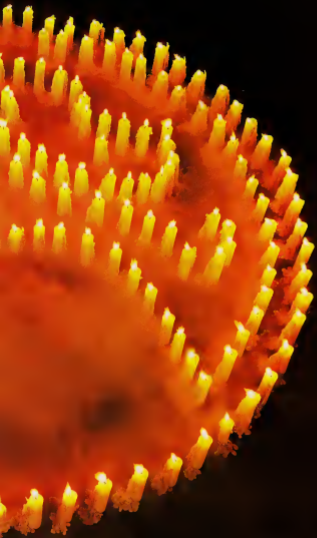
With all of the improvements over the original King's Field, you may be worried that ASCII made changes in the intuitive control & easy-to-use pop-up menus. Well, let me put your



Remember me? Shore ya do...it's Leon Shore. Come visit my house whenever you need a friend or a guide.



And on that day, that which was promised will return. For twenty and six shall gasher.



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KILLER CODES

SUPER MARIO 64

—by Nintendo
for Nintendo 64

It really rots when you fall off something and the ground is about a mile under you. You could almost take half your life if you're not careful. However, there are quick and easy ways to prevent taking damage from a fall no matter how high your starting drop may be.

The main prerequisite is to not do anything fancy while falling. No dives, stomps or anything. Just free fall. Soon as you are about to land (watch your shadow to judge distance) either dive, kick or butt stomp. Do this by adjusting your speed and height so you will land with no damage taken at all!



There is also another tidbit to falling. On any stage that contains snow or sand, no matter how high you fall from, you will always make a safe landing. You will get stuck in many weird ways—but you will get out and live without taking any damage!



SUPER MARIO 64

SYSTEM: Nintendo 64 PUBLISHER: Nintendo

CHEAT SHEET:

1,000 COIN TRICK



Go to any Bowser level and keep running around him and collecting coins he drops. Once 1,000 coins are hit, from now on, you will gain a life every time you die.

Here's an incredibly useful trick for those who can't stand constantly losing lives. First, enter any Bowser level (the first being the easiest). Get to Bowser, instead of killing him, just keep dodging his flame attacks. Every time he breathes fire, he will drop coins. Keep collecting coins until you reach 1,000. After this point, an "M" will appear by your number of lives. Now, exit the level, and let the fun begin. Every time that you die—no matter what horrible fat you put Mario through—you will gain a life instead of losing one. However, if you gain any 1-Up, you will lose one life. So be wary of instinctively greed for 1-Up collecting. Also, be wary that once you achieve 1,000 coins, you cannot save the game with this trick. So if you restart, you need to repeat the trick.



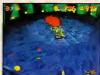
First thing is to enter any Bowser level.



The first Bowser is the best to perform the trick on.



Let Bowser breathe fire. And then run to a nearby spot.



Once he tries to attack you again, run over and collect!



Repeat this pattern until you reach 1,000 coins.



Once achieved, an "M" should appear by your lives.



From now on, every time you die, you will receive a new life instead of losing one. Also, 1-Ups will remove lives.



SUPER MARIO 64

SYSTEM: Nintendo 64 PUBLISHER: Nintendo



CHEAT SHEET:

KICK WALK

While sliding down a slope, jump up, kick in the air and pull back while kicking. Repeat to go up a slope.

Ever encounter one of those fun slides that you can't get back up? Well, just jump up in the air when sliding, and kick in the air. While kicking, pull back. This will bring you back up the slide. Keep repeating this simple procedure and you could get right back up to the top in no time!



Keep doing Jump Kicks to work yourself back up slides.

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SEGA SATURN



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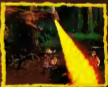
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KILLER CODES

SUPER MARIO 64

—by Nintendo
for Nintendo 64

The turtle shell is a nice way to get around. However, there are many facts about the shell that not too many know about. While in the Lava Stage, you can get several 1-Ups by traveling on the lava. Remember, though, it is only obtainable on stars 1-5. It can travel on the quicksand on the Desert Stage, or water surfaces.

By rapidly jumping on steep surfaces, any surface can be climbed using the turtle shell, making it totally possible to go anywhere on any stage.



SUPER MARIO 64

—by Nintendo
for Nintendo 64

Another trick to climbing steep surfaces is an odd but effective way. Just have Mario's bum get burned, then he will run up anything!



SUPER MARIO 64

SYSTEM: Nintendo 64 PUBLISHER: Nintendo

CHEAT SHEET:

FIND YOSHI



Once you have obtained 120 stars, you will be able to use a cannon outside the castle roof, where Yoshi waits to give you a big gift.

The final event you can get in Mario is obtaining Yoshi. The first requirement you have to achieve is to collect all 120 stars in the game. Once this has been achieved, proceed to the outside of the castle. The grate near the pond will now be open and a cannon will be in there. Fire yourself into the air. Yoshi will be there. Talk to him to receive 100 lives and a new Triple Jump.



Get all stars and head for the cannon outside the castle.



Fire yourself onto the roof of the castle.



In the back will be Yoshi. Talk to him to receive 100 lives and a new Triple Jump. After this, Yoshi will hop away.

SUPER MARIO 64

SYSTEM: Nintendo 64 PUBLISHER: Nintendo

CHEAT SHEET:

WATER TRICK



Any time you are really damaged, jump into the water to refill your life meter.



In desperate need for some health? Find a watering hole.

In Mario, there are plenty of areas where you could easily get wiped out. Fortunately, if your stage should happen to contain any part with water, getting life energy back is simple. Any time you have taken any amount of damage, go to any source of water. There, simply jump into the deep and float on the surface. Your life will then completely recharge.

For reference, there's water on stages 3, 7, 5, 6, 9, 11, 12 & 13. Stage 10 does contain water but it will kill you instead of heal you due to the cold.



Jump into the water and sit at the surface for a complete life restore!

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KILLER CODES

SUPER MARIO 64

—by Nintendo
for Nintendo 64

While in the Desert Stage, you can get a star from the big vulture swooping overhead. After that, he will swoop down at you and steal your hat.

To get your hat back, you must climb up one of four block pillars nearest to the vulture. Just wait for him to swoop by and nab your hat back from him again!



SUPER MARIO 64

—by Nintendo
for Nintendo 64

Another way you can lose your hat is on Stage 10. When you walk across the ice bridge in front of the snowman, you can be blown off the edge and lose your hat. Here's how to get it back. Go back into the level and go to near where the first sign is. A snowman will pop up wearing the hat! Just kill him to collect it.



SUPER MARIO 64

SYSTEM: Nintendo 64

PUBLISHER: Nintendo

CHEAT SHEET:

MAD PENGUIN

COWIE TRAP Once you get the baby penguin to his mother, pick up the baby once again - but this time, the mother will get mad and chase you about her pond.

Here's an oddball trick to do on Stage 4. First, get the baby penguin to his mother (see the trick below for a neat, nifty shortcut) After she gives you the star, pick up the baby again. The mother will take on a mean facial expression and start running after you.

Don't worry, she won't hurt you—just push you about and whine a whole heck of a lot. However, if you leave any distance out of the pond, she will stop and just stare at you. It is a strange sort of trick, but does show off the detail they made in this game.



The first thing that you have to do is get the baby penguin to his mother penguin.



After you get the star from the mother, pick up the baby once again. The mother will then run madly after you!

SUPER MARIO 64

SYSTEM: Nintendo 64

PUBLISHER: Nintendo

There are a great many fun things you can do with the baby penguin that you find on the top of Stage 4. One of the strangest things you can do is

CHEAT SHEET:

BABY PENGUIN TRICKS

COWIE TRAP By doing Mario's dive while near the penguin will make him dive as well. Also, there is a great shortcut for getting the baby penguin to his mother.

perform a dive while he is around you. Once you do this, he will mimic you and slide on the ground as well. If you're good enough, you can make him slide with you down the ice slope, but it's very hard to do.

Another tidbit on the baby penguin is a quick shortcut to get right to the mother. Once you grab the penguin, jump off the ledge containing the starting point of the ice slide. The snow will break your fall on the ground, so don't worry about damage. Just pick up the baby again, and then proceed straight to the mother, who shouldn't be too far away from where you will land.



Just jump off this ledge to get the baby quickly to his mama.



Do a dive near the baby penguin to make him dive as well.

KILLER CODES

GAME SHARK CODES



—by Interact Accessories
PlayStation Codes

These passwords are for use with the Game Shark peripheral for the PlayStation only. They will not work on their own with just the game. Note: Do not try to modify the codes because they are supposed to be entered as shown here:

Bogey: Dead 6 -
Infinite Sidewinders:
800bc884064
Infinite AMRAAM Missiles:
800bc888064

(Continued on the next trick page)

NEED FOR SPEED

SYSTEM: PlayStation PUBLISHER: Electronic Arts

CHEAT SHEET:

LUNAR SPRINGS



The easiest way to get the track is to use the password, SPKSHC and then choose another mode of play. Then go to Rusty Springs and hold the correct buttons.

This incredible trick will reveal Lunar Springs, which is a track on the moon! There are two ways you can do this. The first way (which is more difficult) is to beat Tournament Mode and get access to the extra track, warrior car, etc. Play the tournament again and beat all of the tracks, including Lost Vegas. Now, select a Single Race, Time Trial or Head-to-Head Mode and go to Rusty Springs. Instead of just holding L1 and R1 for Oasis Springs, hold the Triangle button and then press and hold L1 and R1. You will see the Lunar Springs picture appear. Keep holding these and press START to play on the moon! Another way of doing this trick (which is much easier) is to access the Tournament Mode and enter the password SPKSHC. Go back and choose another mode. Then hold L1, R1 and Triangle on Rusty Springs.

Ty Walker, Richmond, VA



Choose a one-player game from the Game Mode Screen.



At Race Type, choose the Tournament Mode option.



In here, enter the password, SPKSHC and press START.



Pick another race type, go to this screen and hold the buttons.



You can even use the warrior car on this track (hold L1 & R1).



Earth is in the background and you're racing on the moon!



There is a similarity between this track and Oasis Springs.



The gravity on this track can make you lose control!

Some day all video games will be this good.
You wish.

WIPEOUT XL

KILLER CODES

GAME SHARK CODES (CONTINUED)

-by Interact Accessories

(PlayStation Codes Continued)

Gunship -
 Infinite Ammo:
 800a429803e7
 800a429a03e7
 800a429c03e7
 800a429e03e7
 Infinite Fuel:
 8008429a0064

The Hive -
 Infinite Shields:
 8006b8dc1612
 Infinite Thrust:
 8006851c0098

Tokyo Highway Battle -
 Infinite Funds:
 80060ebc1111

Top Gun -
 Infinite Standard Missiles:
 801cfc0a0064
 Infinite AGM Missiles:
 801cfc0c0064
 Infinite MIRV Missiles:
 801cfc0e0064
 Infinite Surefires:
 801cfc0f0064
 Infinite U238s:
 801cfc0b0064

Worms -
 Infinite Health P1, Worm 1:
 8014a54c0064
 Infinite Health P1, Worm 2:
 8014a5f80064
 Infinite Health P1, Worm 3:
 8014a57c0064
 Infinite Health P1, Worm 4:
 8014a56a0064
 Infinite Health P1, Worm 1:
 8014a57f0064
 Infinite Health P1, Worm 2:
 8014a58a0064

(continued on next trick page)

BLADEFORCE

SYSTEM: 3DO

PUBLISHER: Studio 3DO

CHEAT SHEET:

SECRET DEBUG

START Choose to start a new game. On the password screen, enter the code, YTMHNP. Enter a letter from A to H at the end of the code. You now have debug!



This trick will give you a Debug Mode where you can edit the level you play and more! To do this, go to the Main Options Screen and choose "Start New Game." On the next screen, you will have the options of entering a password or starting your game. Enter this code:

YTMHNP

Now, after the letter P, enter any letter from A to H (A for the practice level in the beginning, B for the first level, C for the second level, etc.). Once you enter the code, choose the "Start Game" option. A Debug



On the Main Options Screen, choose to "Start New Game."



The Debug Menu will appear on this screen. Edit levels!

Menu will appear on the left side of the next screen. You may now create your own level! Press B to cycle through the options, C to execute the selected command, X to play the level and P to exit the Debug Menu.

David Aldarondo
 Bisbee, AZ



Enter the debug code on this screen and then start the game.



You can choose your texture, add walls, paste palettes, etc.



Once you're finished editing, you can play your new level!

GUN GRIFFON

SYSTEM: Saturn

PUBLISHER: Game Arts

This trick will give you unlimited ammunition for your main gun only. To do this cheat, get to the Title Screen and when the words "Press Start Button"

CHEAT SHEET:

UNLIMITED AMMO

START On the Title Screen, enter the code B, B, B, C, START. This will get you unlimited ammunition for your Mech's main gun. This makes it easier to last in the game.



appear, enter B, B, B, C, then START on the first-player controller. When switching weapons around during the game, you will notice that all of your other weapon's ammunition goes down, but the main gun ammo will not deplete. This will make it easier to survive in a difficult game such as this one.



Normally in the game, you will run out of main gun ammo.



At the Title Screen, enter B, B, B, C, then START on controller 1.



Now your main gun will have plenty of ammo with the code.

KILLER CODES

GAME SHARK CODES



—by Interact Accessories

Saturn Codes

These passwords are for use with the Game Shark peripheral for the Saturn only. They will not work on their own with just the game. Note: Do not try to modify the codes because they are supposed to be entered as shown here:

Gen War -
Master Code:
f805b124c305
b902800000
Infinite Lives:
160948f03c64

(continued on next trick page)

TETRIS ATTACK

SYSTEM: Super NES PUBLISHER: Nintendo

CHEAT SHEET: SPECIAL STAGE



Pick a one-player game, Stage Clear, and enter the password: X6G1NJ45. Bowser will beckon you to fight him in a very unfair match to the death!

To get the special stage, choose a one-player game, Stage Clear, enter this password: X6G1NJ45 and then

choose "End." A secret stage with Bowser will interrupt your game. Fight him to the death!

Kyle Toyama; Los Angeles, CA



In the Stage Clear option, enter the password as shown.



Fight a near-impossible match with Bowser on his stage!

TETRIS ATTACK

SYSTEM: Super NES PUBLISHER: Nintendo

CHEAT SHEET: SUPER HARD MODE



In the one-player, VS. mode, start a new game. At the Set Level screen, highlight "Hard" and hold UP+L1. While holding these, press the A button.

For a super hard mode, choose a One-player game, Vs. Mode. Then select the New Game option. At the Set

Level Screen, highlight the "Hard" Level. Then use controller 1 and press and hold UP+L together. With these held, press the A button. The lower portion of the screen will turn red. Now, the first opponent will be almost as difficult as the Boss!



Highlight the Hard Mode and do the trick with controller L



The bottom portion will turn red. Now the game is even harder!

Other "futuristic racing games" aren't WipeOut XL. Obviously.



KILLER CODES

GAME SHARK CODES (CONTINUED)

—by Intersect Accessories
(Saturn Codes Continued)

Legend of Oasis -
Master Code: 16000914c305
b60028000000
Infinite Health: 16088da20f0
Infinite Magic: 16088da0ff
Bow: 16088720c009

Primal Rage -
Master Code: 16000914c305
b60028000000

Infinite Health P1: 16099c3a0000
16099fb00000
Infinite Health P2: 16099c4c0000
16099cc00000

ULTIMATE MORTAL KOMBAT 3

—by Williams Entertainment for Saturn

Here are some Kombat Codes that will make some pretty cool matches. You must enter these very quickly at the Vs. Screen in a two-player match. The first three symbols must be entered with buttons A, Y and C on controller 1, and the second three symbols must be entered with buttons A, Y and C on controller 2. Press the number of times shown for each symbol:
PUBI D.K.P.: 300-003

(continued on next trick page)

TETRIS ATTACK

SYSTEM: **Super NES** PUBLISHER: **Nintendo**

CHEAT SHEET:
BOSS CHARACTERS

At the Character Selection Screen, press and hold the top L and R buttons on both of the controllers.

Pick a two-player, Vs. Mode game. When you are on the Character Selection Screen, take controller 1 and press and hold the top L and R buttons. While holding these, take controller 2 and press and hold the top L and R buttons. The four bottom boxes will fill up with Boss characters instead of question mark



You can play as the Bosses and Bowser with this code!

INTERNATIONAL TRACK AND FIELD

SYSTEM: **PlayStation** PUBLISHER: **Konami**

CHEAT SHEET:
BIKINI CODE

On the Game Select Screen, highlight the 100m Free Style event and press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, Circle, X for the bikinis.

At the Game Select Screen, highlight the 100m Free Style and press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT,

RIGHT, Circle, X. When the event begins, the swimmers will be wearing bikinis instead!

—via the Internet



At this screen, highlight 100m Free Style and do the trick.



Instead of the normal bathing suits, they'll have on bikinis!

SKELETON WARRIORS

SYSTEM: **PlayStation** PUBLISHER: **Playmates Interactive**

CHEAT SHEET:
INVINCIBILITY

In the middle of the game, press START to pause. Now press DOWN, Circle, Square, Square, UP, X. Then press START to un-pause. You will be invincible.

Square, UP, X and press START again. Once you un-pause the game, your player will be transparent. This shows that the trick worked. You may now walk through enemies, etc. and not be hurt. You must, however, destroy many of the skeletons who get in your way, to get past certain sections of the levels.



In the middle of the game, press START and do the code.

Begin a new game. In any level, press the START button to pause. Now press the following buttons in this order: DOWN, Circle, Square,



When you un-pause, you will be flashing and invulnerable.



Walk through enemies and you won't be hit (kill them, though).

KILLER CODES

ULTIMATE MORTAL KOMBAT 3 (CONTINUED)

—by Williams Entertainment for Saturn

P.A.B.: 200-002
 Skunkyt! E.F.: 122-221
 Player 1 inflicts half damage: 390-000
 Player 2 inflicts half damage: 000-390
 Both players inflict half damage: 390-390
 Combo System Disabled: 722-722
 Super Run Jumps: 321-789
 Special moves disabled: 555-556
 Regenerating power bars: 975-310
 Real Kombat: 040-404
 Super Endurance: 024-889
 Throws Disabled: 100-100
 Blocking Disabled: 020-020
 No Life Bars: 987-123
 Half Energy for Player 1: 033-000
 Half Energy for Player 2: 000-033

(continued on next trick page)

PILOTWINGS 64

SYSTEM: Nintendo 64 PUBLISHER: Nintendo

CHEAT SHEET:

JUMBLE HOPPER SHORTCUT

NOT TO BE TRAP To do this trick, you must be in Jumble Hopper 3. Follow the pictures and descriptions shown below to figure out the method for this great shortcut.

First, you must get to the third stage of the Jumble Hopper event. When you begin this stage, jump between the building you start on and the building in front of your starting position. The aim is to get through the doorway of the bluish-green building. This is best done by jumping against the building across from it, and landing right next to the open doorway. This is very difficult to do and requires a lot of practice. Once you have mastered this, you will be able to jump into the hallway (with much difficulty) and follow the path until it leads out into the street. Once you reach the street, you will notice that you have warped into New York! This is not very far from the goal. If you are good enough, you will be able to get a near-perfect score (depending on how many points were taken off during your journey).

• via the Internet



Get access to the Jumble Hopper 3 event for the trick.



Your first goal is to get to the bottom of this building.



Use the building in front of it to bounce you close to the entrance.



Once you are near the entrance, see if you can jump into it.



Once you're in, follow the path. You'll locate an N64 logo!



Finally, you will reach the exit on the other side.



You will be warped to New York; not far from your goal.



Now you can get to the goal with a high score if you're careful!

*The trick was done on the Japanese version of the game. It is subject to change.

There are other video games that you could buy.
 Like you care.

WIPGOUT XL

ULTIMATE MORTAL KOMBAT 3

(CONTINUED)

—by Williams Entertainment for Saturn

- Quarter Energy for Player 1: 707-000
- Quarter Energy for Player 2: 000-707
- Dark Kombat: 888-422
- Text - No Fear: 282-282
- Text - Hold Flippers: 987-666
- Quasi Randper Kombat: 460-460
- Multimode: 989-125
- Unlimited Run: 466-466

Andy Schell
Mason City, IA

WORMS

—by Ocean for PlayStation

Now you can have access to the Banana Bomb, Sheep and Minigun with a simple code! Just enter the Options Screen and go into the Weapon Options. Once there, move the cursor so it is not touching any word on the screen and then press the X and Square button together seven times. The options will change to give you access to these new weapons! Also, the Ninja Rope is much easier to manipulate. You will have no problem getting over ledges and cliffs if you just bounce high enough.



GOLDEN AXE: THE DUEL

SYSTEM: Saturn

PUBLISHER: Sega

CHEAT SHEET:

SECRET SELECT MODE



Play a VS. Mode match. Once it's over, pause and press the L button to get a Character Select Mode. Use this to get to the next match much faster.

Select the Vs. Mode and then choose your characters. Once the match is over, and the computer counts the points you earned for Life, Time, etc., press START and then press the top L button. A menu will appear in the upper-middle of the screen which shows player one and two's character names. Cycle through the names for each player until you reach the ones you want to pit against in the next match. Once you do this, press the top L button again and then press START again to unpause the game. After the game is done



Select your characters to battle each other in the Vs. Mode.

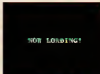


Pause and press the L button. Choose your characters.

tallying the total points, it will go to the Now Loading Screen. But instead of going to the Select Players Screen, it will go straight to the match with the characters you choose earlier in the menu! This is a great way to surpass a lot of unneeded load time and get right to the next fight



Once the match is over, wait until the points are being tallied.



Next, you'll get the Now Loading Screen to appear.



The characters you choose will be in the next match!

CLOCKWORK KNIGHT 2

SYSTEM: Saturn

PUBLISHER: Sega

CHEAT SHEET:

CONTROL THE LEVEE-DNE BOSS



When the spotlight appears, take pad 2 and press LEFT, RIGHT+B+C, RIGHT+B+C. Use the directions below to control the Boss' movements as shown.

As soon as the Snake Boss appears and the spotlight comes on, press LEFT, RIGHT+B+C simultaneously, RIGHT+B+C simultaneously on controller 2. The controls



When the spotlight appears, do the trick on controller 2.

for the Boss are as follows: The D-pad LEFT or RIGHT to move in those directions; D-pad UP or DOWN to make the Boss closer or farther away; Z and C to move the Boss up and down; A, B, Y, L and R to have the Boss make noises; X to make the room light go on and off; START to fight again.

—via the Internet



Using controller 2 you can manipulate its moves and sounds!



When you're done, press START to give control back to the computer.

KILLER CODES

WORMS

—by Ocean for PlayStation

There are many landscapes in this game that are randomly generated. Fortunately, you can have control over which ones you want by entering codes. Start a match and when the game starts generating a landscape, press the X button to clear the current code. Move UP or DOWN to change the letter or number of the current code to the one you want. Try any combination of words and numbers you want. Here are a few Trickman Jerry's favorites:

- 29726 (Long Bridge)
- TRICKMAN
- EGM RULES
- WORMS RULE



RESIDENT EVIL

SYSTEM: PlayStation PUBLISHER: Capcom

CHEAT SHEET:

STRANGE METHOD

DO NOT
TRY

Follow the method shown below to see another way that this game can begin. Supposedly, the game is easier after you do it, but this has not been confirmed.

Start a new game as Jill. After you and Barry enter the dining room, return to the foyer. Wesker will tell you to investigate shots. The game will return you to the dining room. Turn back to the door and try to go through. Barry will say, "Lost courage already? That's not like you." Move to the blood stain and look at it. Barry will talk like normal. Go in front of the grandfather clock. As soon as you do this, a zombie will appear from the other room and chase after Jill. Barry will kill the zombie and use a curse word. Return to the foyer with Barry. In the cinema that follows, Barry will give you a lockpick. Now go to the scene where the zombie was previously eating Kenneth (in the hall next to the dining room) and you will see that he has no legs and no clips to pick up. The game is supposedly easier now.

Ryan Allen; Tallahassee, FL



When starting a new game, choose Jill to make it work.



Go into the dining room and then back into the foyer.



Wesker will tell you to investigate any shots fired.



If you try to go out again, Barry will question your actions.



Go by the grandfather clock and a zombie will go after Jill.



Barry will kill the zombie and then use a curse word.



Barry will give you a lockpick in the foyer. Go back in.



In the hall, Kenneth will appear without legs or clips

WIPGOUT XL

Brace yourself.





PlayStation



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YOU KNOW HOW IT REALLY HURTS TO GET KICKED
RIGHT BETWEEN THE LEGS? WUSS.

**TOMB
RAIDER**

EIDOS
INTERACTIVE

COMING SOON



MACHINE HEAD



COMING SOON PlayStation Saturn



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EIDOS
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EIDOS
INTERACTIVE



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TOMB RAIDER



INDIANA JANE AND HER NEXT-GEN CRUSADE

It's probably not a good idea to get on Lara Croft's bed side. After all, the buff and beautiful hero of Eidos Interactive's 3-D action game *Tomb Raider* has a four-foot vertical leap, can shove around gigantic stone blocks like they were paper weights and is a dead-aim with her shotgun—even when in mid-backflip.

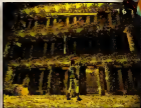
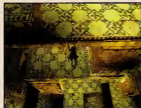
And the game in which she stars is even more impressive. *Tomb Raider*, which is coming in November for both the PlayStation and the Saturn, is one of the few recent titles forging their own genre—the exploration game. Just as in *Super Mario 64* (and, to some extent, *Perfect*

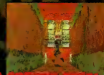
Weapon) *Tomb Raider*'s fun doesn't come from blowing away bad guys. Instead, players will want to investigate every rock and cranny of the game's 12 cavernous environments—a task that could easily take weeks.

Playing *Tomb Raider* is like visiting the Egyptian pyramids or a Mayan temple, then crossing the red, felt-covered ropes that keep tourists from becoming true explorers. The game's levels are dispersed throughout the world, allowing Lara to explore Incan temples, an ancient Greco-Roman coliseum, Egyptian ruins and even the lost city of Atlantis.

Each of these locations looks like the

real deal—as if they were ripped straight from the pages of a history-class textbook. Cracked columns tower over the coliseum (which is infested with ravenous lions, by the way), broken sculptures of ancient gods line the hallways of the Incan Temple and faded hieroglyphics decorate the walls of the Egyptian ruins. (Note: Although the screenshots on these pages were taken from the PlayStation version of *Tomb Raider*, the scenery and structures in the Saturn version look the same.) Since these levels are all found underground, they're surrounded by rock formations that Lara can climb and rivers she can swim in;





the game's just one big subterranean playground.

But Tomb Raider's world isn't without its dangers. As Lara goes about her quest to find three pieces of an ancient Atlantean artifact, she'll face a zooful of not-so-friendly animals. Everything from gorillas to crocodiles to vampire bats roam the darkened corridors of the game's ruins, and they love to



devour all human trespassers.

The animations for these polygon animals look very true-to-life, too. When Lara walks into a room full of sleeping wolves, for instance, they perk up from their sleep, stare at the heroine then leap straight for her jugular. And the animation for the chest-

pounding apes is downright frightening.

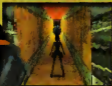
Besides the beasts, Lara will have to contend with Indiana Jones-inspired traps and dozens of puzzles. Most of the puzzles require Lara to time her leaps and flips so she lands on ledges leading to new areas, while others have her pushing around blocks or pulling switches in the right order.

Of course, it takes more than a few sharp-toothed critters and traps to scare Lara Croft. Besides her acrobatic abilities (see sidebar), she wields two handguns to deal with the game's wildlife. And as she progresses through each underground region, Lara comes across wads, a shotgun, grenades and other high-powered armament.

Considering Lara's tough-as-nails persona, maybe Sega and Sony shouldn't bank too heavily on animal mascots in their war against the Nintendo 64. Perhaps Lara Croft is the real Mano killer. ■

SHADES OF INDIY

Sure, Indy Jones had a few close calls during his colorful adventures, but Lara Croft's life isn't any easier. In fact, many of the traps and artifacts in Tomb Raider would look familiar to the whip-wielding archeologist. Tread carefully.

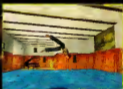


LARA CROFT'S TOTAL BODY WORKOUT

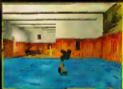
Lara Croft's list of moves may not be as long as Mario's, but her leaps and flips still put most Olympic gymnasts to shame. One level in Tomb Raider is a mansion where Lara can practice and show off her acrobatic prowess. Here's a look at some of Lara's more spectacular moves.



Backflip



Sideflip



Tumble



Hand-Over-Hand Shimmy





PLAYSTATION GAMERS DEMANDED THEM. NOW...

HERE COME THE RPGS

RPG fans can get a bit fanatical about their favorite game genre. They'll cancel their appointments, miss meals, skip showers and do whatever else it takes to stay lodged in front of the television to play the latest Final Fantasy, Zelda, Breath of Fire or other adventure game.

But if RPGs are an addiction, PlayStation owners have missed their fix. Soon after the launch of the 32-Bit system, Sony made it clear it wasn't interested in seeing RPGs released in the PlayStation's U.S. market. Driving, flying and fighting games would reign in the States, Sony deemed.

Well, many PlayStation owners weren't too happy with Sony's anti-RPG stance. They posted comments voicing their outrage on the Internet and wrote equally outraged letters to EGM. They demanded that U.S. gamers shouldn't miss out on what is, after all, Japan's most popular genre of games. Besides, they figured, the PlayStation packs enough power to pump out some of the greatest RPGs ever. Why waste the system's potential?

Sony apparently got the message. It's now releasing the Japanese RPG *Beyond the Beyond* (with Arc the Lad on the way), and soon Stateside PlayStation gamers will face a flood of adventure games

Some of them are traditional, Final Fantasy-style RPGs, while others are more action-oriented, Zelda-style titles. And one looks likely to be the greatest console RPG of all time, Final Fantasy VII, which Square will release by the summer of next year (and by December in Japan).

What follows is a look at the looming tidal wave of PlayStation RPGs. Some are still early in development, while others are nearly complete and no doubt top many Christmas wish lists, but all will feed the appetites of RPG-starved PlayStation gamers.

(Saturn owners don't fret—look for a guide to RPGs for your system next issue!)

BLOOD OMEN: LEGACY OF KAIN

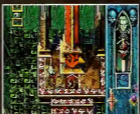
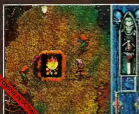
The more than 120-hour-long quest in Crystal Dynamics' *Blood Omen: Legacy of Kain* seems a little out of place in a console RPG: It doesn't center on a big party of characters, lost princesses or ruined kingdoms. Rather, it is a dark tale of one vampire's journey through an even darker world full of undead monsters and terrorized peasants.

Players control a vampire who roams the world on a quest to become a normal, mortal human again. Along the way he'll battle Bosses with god-like powers, chug the blood of dozens of peasants and mon-

sters and eventually save the world.

Legacy of Kain plays very much like a Zelda-style RPG, with Kain using a variety of weapons to hack in realtime battles through the game's army of thugs and undead monsters. The game also yammers out hours of well-acted dialogue and rendered cinemas.

But what players will really remember is the huge amount of blood and guts that is spilled throughout the game. Its rivers of gore and epic story make *Legacy of Kain* a game all die-hard RPG fans will want to sink their teeth into.



ARC THE LAD I & II

More than 400,000 Japanese gamers have already played Arc the Lad—one of the first PlayStation RPGs—and now the game is finally on its way to America.

Sony's Arc the Lad offers a mixed bag of traditional console RPG elements. Some of the game's locations are viewed from an overhead perspective, while others are seen from a three-fourths or heads-on view. Combat is also a bit different. Rather than being randomly ambushed by monsters, you walk your individual fighters across the battlefield and up to

their opponents to engage them in turn-based battles.

Perhaps the game's most stunning feature is its music. The London Royal Philharmonic Orchestra recorded Arc the Lad's soundtrack, and the scoring score brings to the game an epic feel.

U.S. gamers may get more than they bargained for when Arc the Lad comes

out in the States. Rumor has it that it might come pecked with its sequel, the aptly named Arc the Lad II. Unlike most console RPG sequels, Arc the Lad II picks up right where the original left off. In fact, once you finish the first game, your progress is saved to a memory card. This save point is used to kick off the second adventure.



SUIKODEN

With a cast of more than 100 characters—all of them mixed in a bloody civil war—Konami's Suikoden promises to be both an epic and bloody RPG. This combat-filled title, which has been out for a while in Japan, features a combination of sprite-based and 3-D texture-mapped graphics, as well as a fully orchestrated musical score.

Your goal is to assemble an army

powerful enough to topple the evil Red Moon Empire. But putting together your rebel force will take some strategy, since you have a variety of troops to choose from. You can recruit engineers to build weapons, merchants to supply goods, farmers to grow food—even



minstrels to entertain the troops. The battles themselves are played out in a grander scale than those in most RPGs. You can either enter one-on-one, party-vs.-party or army-vs.-army battles.

During your quest, you'll have to fight your own father and deal with turncoats among your own troops—all while being surrounded by the death and destruction of full-blown war.

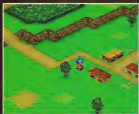
RPG SPECIAL FEATURE



BREATH OF FIRE 3

RPG fans who played the first two *Breath of Fire* games on the Super NES may not recognize the third installment of the series. That's because it's coming out for the PlayStation, and the game is played entirely in a richly detailed 3-D environment.

If you can ignore *Final Fantasy VII*, *Breath of Fire 3* is by far the best-looking of the new batch of PlayStation RPGs. Playing the game is like playing a



conventional, three-fourths-perspective RPG, except the graphics can be rotated around the main, sprite-based characters to uncover hidden enemies and secret passages. This ability to shift the camera's view makes the environment more interactive with the adventurers. Now players have to pay attention to the scenery rather than just walk through it.

Breath of Fire 3's plot isn't a continuation of the previous games, although it is set in the same world of Dragon Clans and evil super beings. Players control Ryu, a young man with a very strange childhood. It seems that Ryu was once a baby



COMING TO THE
PS2



Twisted Views

Not all of *Beyond the Beyond's* treasures and characters lie in plain sight. Sometimes they are hidden away between buildings or bushes, and players have to swivel the camera

perspective to find them. This interaction with the surroundings gives players the feeling of traveling through a true 3-D world—one that players are going to have to search carefully.



dragon. The game opens with a couple of miners stumbling across Ryu in his tiny dragon form. Ryu is encased in a gem, and the miners blast him free. They

capture the baby dragon and put him on a train, but he shakes his cage off the train and escapes. He turns into a little boy and is adopted by a family in a village.

Ryu spends the rest of the game trying to figure out who he is and where he came from. His quest will take him across oceans, over deserts and through forests as he learns how he is related to the legendary Dragon Clan.

Besides its spectacular 3-D graphics, *Breath of Fire 3* plays much like other RPGs. It's loaded with cut scenes, battles are turn-based, and Ryu (and the other characters who join him in his quest) can use a variety of magic attacks and weapons. Still, *Breath of Fire 3* is the first RPG to take full advantage of the PlayStation's polygon-crunching power.



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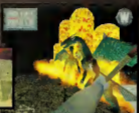
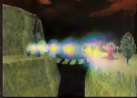
KING'S FIELD 2

The first King's Field was more a medieval version of Doom than a role-playing game, but—what the heck—it was close enough to an RPG for its sequel to be included in this feature.

King's Field 2 (actually, it's King's Field 3 in Japan), plays much like its prequel, with you wandering through the game's enormous indoor and outdoor environment. But this time that environment is much larger. ASCII has added more villages, a large countryside and other outside scenery—like trees and houses—to the game, as well as more townspeople and monsters. Fans of the first game will also be happy to know that their character in

King's Field 2 moves a lot faster through the game's world than he did in the original. The character's turn rate is also much faster.

The game's quest is longer, too. Players must search for the Five Powers that will save the world from being swallowed by evil. Townspeople and other characters will occasionally offer hints (courtesy of digitized voice-overs) to guide players through the game.



ARK OF TIME

Unlike most adventure games, Ark of Time isn't set in some other dimension or medieval land.

Instead, the game's quest takes place right here on good ol' Earth. Players guide Richard, a newspaper reporter who's out to discover what happened to a missing professor. Before he vanished, the profes-

sor was searching for the lost city of Atlantis, and soon Richard gets caught up in the quest as well.

Richard's adventure will span the globe and take him to some of the world's more mysterious locales. He'll



check out Stonehenge and Easter Island, explore a Mayan temple in Mexico, delve into a tomb below a medieval church and even dive to the ocean floor. As he travels, Richard will stumble upon artifacts that will unravel the mystery surrounding the fate of Atlantis.

FINAL FANTASY TACTICS

Okay, so Final Fantasy Tactics is more of a strategy game than an RPG, and it's not yet known whether the game will come out in the States, but this title just looks too cool to ignore. FF Tactics takes the beasts and characters from the Final Fantasy series (look for soldiers riding Chocobos) and

pits them against each other on a 3-D battlefield.

FF Tactics is designed to be more fun than complicated. Square has taken out the more time-consuming elements of traditional strategy games, while still keeping the game true to its genre.



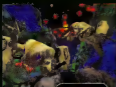
They beat you senseless.

They kidnapped your partner.

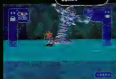
They stole your spaceship.

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FINAL FANTASY VII

If you own a PlayStation and you're into RPGs, don't make any plans for next summer. That's when Final Fantasy VII is coming to the PlayStation, and this—the latest (and what looks to be the greatest) installment of Square's immensely popular Final Fantasy series—is going to keep gamers adventuring for a long time.

Square's developers haven't been dragging their feet since the company announced that FF7 would be coming to the PlayStation; more than 100 programmers and artists have been working on the RPG. Although Square plans to release the game in Japan in December, Japanese gamers have already tasted the FF7 experience. Packed with each copy of global No.1—Square's first fighting game—is a playable, 20-minute demo of FF7. The demo dropped jaws when played in EGM's offices, and it gave the editors a good idea of how the finished masterpiece will play and look.

When boiled down to its essentials, FF7 plays much the same as its Super NES and Super Famicom predecessors. The turn-based battles still flare up mostly at random, and they're kicked off by the same screen-smashing effect that has always heralded combat in Final Fantasy games. The standard menu commands are found at the screen's bottom and laid out in the familiar format. In fact, the gameplay is so familiar that the non-Japanese-speaking members of EGM's staff had no problem figuring out FF7's



menu and playing through the demo.

But the game's look (and sound—the orchestrated music is phenomenal) is a different story. As reported earlier, FF7 drops real-time polygon characters into a 3-D, prerendered world. Square's artists used state-of-the-art SGI workstations to render FF7's environments, which are extremely sharp and detailed. And game

characters can move between and behind buildings and structures to give the landscape the illusion of being truly 3-D.

Every aspect of the game is also highly cinematic. Cut scenes send the camera zooming in on the party or panning across the landscape, so the game might be viewed from an overhead perspective one minute and a ground-level, heads-on view the next. Battles are watched from four switching camera angles, each panning



Cinematic Magic

and zooming to give the combat sequences a straight-from-a-movie look.

The game's stunning visuals are precisely the reason Square decided to develop the game for the PlayStation, since only CDs are capable of holding the huge amounts of data needed to create FF7's huge world. (Incidentally, that world will fill two CDs.) But the use of CDs raises a concern: Will load times bog down FF7?

Square officials say no. "This is actual real-time gameplay," a FF7 developer in Japan told *EGM* editors. "The loading time is just as fast as on the FamiCom games." Sure enough, the FF7 demo never slowed or showed a hint of load delay once it was up and running.

FF7 is set in a world that appears to be



a bit more technologically advanced than the heavily industrialized world of FF3. Players will guide their party—which might include as many as 10 characters—through run-down cities, trainyards, fortresses, power plants and other dingy locales. They'll also run into familiar Final Fantasy beasts and vehicles, such as Chocobos and airships.

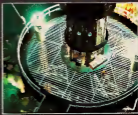
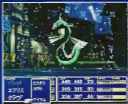
Unfortunately, U.S. gamers will have to wait until next summer to explore the game's world—the only bright side being they'll have plenty of PlayStation RPGs to play in the meantime. Of course, FF7 looks like it will top them all.

It's going to be a long year.



If players saw nothing more of FF7 than the magic attacks used during battle sequences, they'd still be pretty darn impressed. Spells are shown from the same four camera views that follow weapon attacks during combat. But extra-hefty spells, like the summoning

of an Esper (shown in the sequence below), are especially dramatic. The game camera zooms in on the serpentine Esper, then it focuses on the doomed enemies, then it switches to a distant view to show the beast's tidal wave consuming the bad guys.





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BEYOND THE BEYOND

Sony is finally releasing *Beyond the Beyond*, and thousands of PlayStation-owning RPG fans are shouting, "It's about damn time!" This long-awaited title is the first true RPG to come out for the PlayStation (no, *King's Field* doesn't count), and its release brings relief to gamers who feared Sony wasn't too keen on games that lacked constant action.

Beyond the Beyond is about as traditional as console RPGs get (meaning it plays very much like a *Final Fantasy* title). The adventure takes place in an overhead perspective, with players guiding a party of tiny characters through towns, wilderness, the underworld and across the sea. The game's plot, which is as convoluted as anything from Square, opens in the tiny



village of Iria. Here, the player's character is being trained by his father, Sir Kevin, to become protector of the kingdom of Marion. It seems that Marion has some nasty neighbors—namely, the war-mongering Bandore Empire—and skilled soldiers are in short supply.

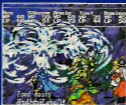
Marion's situation goes from bad to worse early in the game. Bandore's soldiers attack and take over the kingdom,



Super Spells

An RPG just isn't an RPG if it's not loaded with magic. Luckily, *Beyond the Beyond* is filled with way-cool spells, from the traditional Fire and Ice attacks to the more spectacular Beast Summonings and

Doomsday Spells. In fact, magic strikes are one of the few parts of the game that take advantage of the PlayStation's abilities. Here's a look at the game's more spectacular, screen-filling spells.



and Sir Kevin winds up missing. The hero's goal becomes pretty simple: He must find his father and help win Marion back from the Bandore Empire.

As the hero searches the land for help in defeating Bandore, he learns that there's more to the evil empire than meets the eye. It turns out that Bandore is

receiving aid from the Underworld, a region populated with sinister wizards that lies predictably enough, beneath Marion and the rest of the land. Now the hero has to deal with this more powerful menace, and his quest changes from saving Marion to saving the world.

Fortunately, players won't have to go about this monumental task alone. The hero's party can contain as many as five people, and the land is full of folks who aren't too happy with the Bandore Empire. As players progress through the game, they'll run into healers, wizards,



urbanisms, love interests and all manner of people and beasts who wish to join the quest. Besides the five fellow adventurers, players are also helped by Steiner, a baby dragon that occasionally fights alongside the hero. (Take Steiner to a certain island in the game, and he will mature into a mammoth-flying beast that will save your party from a lot of walking.)

Combat in *Beyond the Beyond* is pretty standard stuff. It's menu-driven (no *Zelda*-style, real-time battles here) and usually occurs randomly, but the party will face the occasional Boss monster in the darkest recesses of a cave or castle. Players can choose to control the combat actions of every member of the party or set them to automatic.

The combat sequences are also some of the few features of *Beyond the Beyond* that take advantage of the PlayStation's abilities. Battles take place in a 3-D



perspective, with each character's attack or spell played out in a brief animation, and the spells themselves are often spectacular. Besides these battle scenes, only the excellent soundtrack and extra colorful graphics clue gamers in that they're playing a next-gen RPG.



Beyond the Beyond may not bring anything new to the role-playing genre, and it's not an overly impressive debut RPG for the PlayStation, but it does have a solid plot that will keep players busy for up to 60 hours. For PlayStation gamers itching for adventure, that's more than enough.



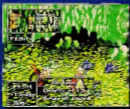
Battle Tactics

When you're not talking to folks or wandering through villages in *Beyond the Beyond*, you're fighting, and this constant combat can get tiresome. Fortunately, you don't have to guide the actions of all your characters during battle; they fight automatically.

Yet that doesn't mean you have no say in the performance of your fighters. When your party's turn rolls around in battle, you can set up their overall battle plan by

bringing up the Tactics Screen. From this screen, you can choose to have your party blaze away with its most powerful spells. Or, if you're running low on magic, you can forget spells and instead order your troops to get medieval on the bad guys' butts with weapons.

Of course, you can always go with the manual approach and control each fighter independently—the best option when facing Bosses.



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TECMO'S DECEPTION

You don't play the hero in Tecmo's Deception, the most unusual of the PlayStation's new RPGs. You're not even a nice guy. You're the villain—the antihero—and you want to trap and kill every do-gooder you see.

The game puts you in charge of a castle and entrusts you with keeping it free of treasure hunters and other would-be heroes. If you do a good job, the castle's demonic keeper will help you seek revenge on those who framed you for murdering your father, the king.

The game looks very much like King's Field, except it moves a lot quicker and you don't wield weapons against the castle's invaders. Instead, you take the *Home Alone* approach and set up traps, of which there are more than 40 different kinds.



Some are designed to capture the intruders; while others—like the wall spikes—are designed to just plain hurt. You'll need to inflict some pain, too; many invaders are too quick to be captured unless you sap their spunkiness with a few wall spikes or one-ton weights.

It's best to capture people rather than kill them, since captured invaders yield magic points, and magic points are



Trap-O-Matic

By the time players get to the final level of Tecmo's Deception, they will be able to use more than 40 different traps to capture and maim the castle's unwelcome guests. New traps are granted each time

players increase their experience level, and later traps can get wild and wacky (worst of all you see the vacuum—it really sucks!). Here's a look at a few of the game's contraptions in action.



needed to lay traps. Once you get to the later levels, you can turn your prisoners into monsters that will patrol the castle. The game has six different endings depending on which trespassers you kill or turn into monster slaves. The other half of

Tecmo's Deception plays like a twisted, old episode of *Bob Vila's This Old House*. You need to add rooms to the castle, and these dens, libraries and other additions are purchased with the money you steal from trespassers. The more rooms you build, the more likely you are to find keys and artifacts. If you find the six Legendary Treasures, you can resurrect the demon—then the castle's invaders are really in trouble.

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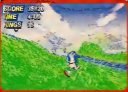
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SEGA

GAMERS' DAY

Each year, Sega of America holds their own video game exhibition, dubbed the "Sega Gamers' Day." This "press only" game show gives Sega and their third-party licensees a chance to highlight their latest game wares for the upcoming holiday season. Unlike the E, where Sega is forced to share the limelight with Sony and Nintendo, "Gamers' Day" allows members of the press (EGM included, of course) to view Sega's latest games exclusively. No-shows to the year's event included the long-awarded Daytona USA: Championship Circuit Edition for the Saturn. Although the game is still due out in November, Sega decided to show Daytona at a later date. What follows over the next few pages is a round-up of what games were hot at Gamers' Day.

SONIC X-TREME



Sega's cute blue mascot finally makes an appearance on the Saturn. Sonic X-TREME is a true 3-D game featuring fully polygonal levels that speed along at 60 frames per second. The game includes four zones, with three acts per zone (including the Boss zone) for a total of 12 levels. Look for this one in November.

KRAZY IVAN



One of the hottest games for the PlayStation is making its way over to the Saturn: Krazy Ivan is the latest game Sega has acquired from Psygnosis. With complex 3-D environments, futuristic weaponry and over 30 different enemies, Krazy Ivan looks to be just as hot on the Saturn as it was on the PlayStation.

BUG TOO!



The Bug is back in town, and he's in an all-new sequel. He's brought a few new friends along to the party (namely SuperFly and Maggot Dog). Bug Too! has 40 levels and features 3-D rendered enemies, interactive backgrounds and larger levels than its predecessor. Sega is working hard to make the gameplay more balanced and more diverse. One to watch for.

MR. BONES



One of the most fresh and unique games at the show was Mr. Bones. Unlike most action games, which follow a single pattern of gameplay, the levels in Mr. Bones are individually unique from each other. With fully rendered stages, 60 frames of animation per second and 3-D kinematics interpolated in realtime, Mr. Bones is one of the more sophisticated Saturn games.

VIRTUAL ON



One of Sega's most intriguing Model 2 arcade games is Saturn-bound. Virtual On is a futuristic fighting game set in huge 3-D environments and uses large armored mechanized robots. VO is the latest Saturn creation from Sega's AMS division (the team who created Sega Rally Championship). Exclusive to the Saturn version are a two-player Split Screen Mode and multiple camera views.



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X-WOMEN



Marvel Comics' X-Women now have a game of their own. Due out early next year, X-Women is a side-scrolling action/fighting game in the tradition of Final Fight and Streets of Rage. In this new Genesis game, players can combine run-and-jump gameplay in the style of Rolling Thunder with the special moves of a fighting game like Street Fighter.

VECTORMAN 2



VectorMan's back in a bigger and better sequel. Due to the Earth's toxic environment, VectorMan has again been deployed to destroy mutant insects. VectorMan can now morph into different shapes and forms to better navigate each stage. The morph options include rollerblade, firefly, tank, tick, rhino and scorpion.

WORLD SERIES BASEBALL 2



The follow-up to Sega's award-winning baseball game is nearing completion. With better 3-D scrolling, a quicker-reacting announcer, fine-tuned gameplay and as much as 28 MLB teams, WSB 2 captured plenty of attention at Gamers' Day. This is Sega's premier sports title and the baseball game to watch.

SCUD



SCUD is an action game based on a comic book that goes by the same name. The game has a unique combination of side-scrolling action and Doom-style 3-D engines. All the characters in SCUD are rendered 3-D models. Top actors provided the voices for the game, and Hollywood producer Oliver Stone has optioned feature film rights.

MASS DESTRUCTION



BMG Interactive's first title, Mass Destruction, is a 3-D tank game incorporating "Sprolygon Technology" to seamlessly integrate 3-D and 2-D objects on screen. Players partake in urban demolition and will get the opportunity to wreak total havoc on 24 target-rich battlefields. This game is one to look out for.

SWAGMAN



The action in Swagman takes place in over 17 different locations viewed through a forced, overhead 3-D perspective. Swagman pushes the Saturn to the limit with cool light-sourcing and atmospheric effects. Designed by Core Design Inc. (the same people responsible for Tomb Raider), Swagman is definitely one of a kind.

MECHWARRIOR 2



MechWarrior 2 for the Saturn will plunge players into the cockpit of one of more than a dozen "BattleMechs" equipped with lasers, rockets and other futuristic armaments. Loosely based on the PC game, MW2 was designed from the ground up for the Saturn. Players can choose from 32 different missions and can also activate new power-ups not available in the PC games. This one looks hot.

HERC'S ADVENTURE



Greek mythology is turned into a virtual toga party starring Hercules and his buddies in LucasArts' light-hearted two-player action-adventure game Herc's Adventure. Herc's Adventure features over 40 unique worlds, three different main heroes (Hercules, Atlanta and Jason) and either a One-player Single Screen or a Two-player Split Screen.

TEMPEST 2000



One of the best games for the Atari Jaguar is finally making its way over to the Saturn. A classic remake of a classic game, Tempest 2000 was one of the stars of Sega's show. Nostalgic fans of the Jag game need not worry as Interplay has faithfully reproduced all the psychedelic levels, fast-paced action and awesome techno soundtrack that made the game a classic.

PTO II

Fans of war and strategy games will have something to cheer about this holiday season. Koei showed off the Saturn version of *PTO II* (Pacific Theater of Operations II). Players can relive the 1941 War in the Pacific. Play one of three major campaigns or seven short scenarios. New cinematic sequences have been added to enhance gameplay.

HEXEN

The immersive PC game explodes onto the Saturn this fall. Offering a first-person viewpoint, 3-D graphics and an eerie atmosphere, *Hexen* is one of the better "Doom clones" on the market. (Fortunately, id Software, the creators of *Doom*, also produced this game.) *Hexen* has smooth 3-D scrolling and reactive gameplay.

DOOM

The game that started the first-person-shooting craze is finally Saturn-bound. With both *Doom I* and *II* on one CD, this sure-fire crowd pleaser is guaranteed to make a big splash this holiday season.

ID4

This summer's must-see, smash-hit motion picture is turning into a game for the Sega Saturn. Even though *ID4* (the game, not the movie) is far from complete, the 3-D texture-mapped polygon flying sequences looked mighty impressive. Everything from the alien fighter crafts to the mother-ship will be seen in this action-packed title.

LUNAR

Working Designs showed an early works-in-progress version of *Lunar* for the Saturn. Based on the Sega CD game with the same name, *Lunar* features more music, more towns and more animation sequences than the 16-Bit classic. Due out late next year, *Lunar* has the potential to be the best RPG for the Saturn yet.

STREET RACER

Ubi Soft's Super Mario Kart-ish driving game will be unleashed on the Saturn this October. Featuring stunning 3-D graphics, 60 frames of animation, eight different races, 24 separate tracks, multiple camera angles and more, *Street Racer* was one of the best games at the show.

WATERWORLD

After spending almost two years in development, *Waterworld* for the Saturn is nearing completion. Using a heterogeneous rendering engine, Ocean's in-house development team has created a stunning 3-D environment. Players sail aboard a trimaran in an attempt to rescue Atollers from the Deacon's bandits. *Waterworld* has some of the best graphics ever seen on the Saturn.

MEGA MAN 8

Capcom's blue titanium hero is back in an all-new adventure. *Mega Man 8* introduces a whole new set of Bosses, new backgrounds and even more new weapons to the *Mega Man* universe. Capcom was showing an early version of *MMB* at Gamers' Day, but, even so, it was more than a match for the PlayStation game.

BLACK DAWN

Black Dawn by Virgin Interactive Entertainment features a frame rate of 30 fps, a two-player Deathmatch Mode, huge explosions, interactive background music and a variety of weapons. *Black Dawn* is a dream come true for chopper-sim lovers.

VIRTUA FIGHTER 3 SPECIAL FEATURE



3-D Fighting Hits New Heights in Realism

VIRTUA FIGHTER 3

Sega is finally getting ready to unleash its ultimate 3-D fighter on the gaming world. Virtua Fighter 3 is the fifth game in the Virtua Fighter series, which includes the hit games Virtua Fighter, Virtua Fighter Remix, Virtua Fighter 2 and the ever-lovin' Virtua Fighter Kids. Long-time fans of the VF series will be glad to learn that all of their favorite characters have returned, and two brand-new characters have joined the battle as well.

Aoi Umekouji is the first of the two new combatants. She uses the grace, poise and elegance of traditional

guess sumo wrestling? Nice job! Takaarashi wears conventional sumo garb, which isn't much, so get ready to check out a lot of virtua flesh (maybe too much).

The rest of the crew retains most of their original style, except now they look much better—thanks to the new Model 3 technology. The animation is as smooth as Aoi's silk top, and the characters have now obtained a point-of-view "almost realism"



Japanese dance in her fighting technique. Even though she's the newest Virtua-female, Aoi looks like she'll definitely be able to hold her own against all the old-school fighters.

The other fresh face on the VF scene is Takaarashi, the humorous sumo wrestler. Give yourself a hearty pat on the back if you can guess his fighting style. Did you



unmatched in any other game. VF3 will, without a doubt, set a new visual standard for 3-D fighting games—and all arcade games in general.

For instance, clothing now moves independently of the body. When Par does a Spin Kick then comes to a stop, her braids and skirt continue moving for a moment before they settle around her

body. Never before have the forces of inertia and gravity been conveyed so convincingly in a video game.

Another feature of the clothing is that each article moves as though it is actually made from its respective material. That means that Jacky's leather jacket moves with the heaviness of leather, and Aoi's silk outfit moves in a sort of gentle flow. This attention to detail makes her attacks seem especially delicate, even when she's pounding her opponents into the ground.

Perhaps the most frighteningly realistic aspect of VF3 is the character's facial expressions. In VF2, gamers were amazed





at the way the character's head followed jumping opponents. Now they'll once again stare in awe as the camera zooms in on someone's face after a match and shows every facial expression. I'm not afraid to admit that when I

watch *VF* I slowly shift my eyes toward me and subtly smirk after she downs someone. I feel a weird chill run down my spine. Yes, it's that eerie.

What fighting game would be complete without a final Boss? Dual returns once again to pummel anyone foolish enough to challenge her. Like everyone else, she too has benefited from a Model 3 upgrade. In *VF3*, she does her best impression of the T-1000 from *Terminator 2*. She morphs from a pool of liquid metal into a humanoid form as light from the



stage now take off of her torso, giving her a

The backgrounds also look rather nice. Characters now have ultrarealistic-looking shadows that vary depending on the stage's lighting. There will also be some interaction with the background. For instance, some special moves can be performed off walls. Even minor details—such as sand and water being kicked up as you walk through it—are commonplace in *VF3*. If you thought *VF2*'s backgrounds were realistic, think again. *VF3*'s highly detailed locales will make



you not take your chin off your neck.

Usually, when a game looks as good as this one, actual gameplay is forgotten. This is not the case with *VF3*. The game will play just as well—if not better than—*VF2*. As *Virtua Fighter* veterans will tell you, that's pretty darn good. We could talk for days about how great *VF3* is, but these pictures certainly speak louder than words. All you arcade fighting fans out there should start saving your quarters now; you will need a ton of them when *Virtua Fighter 3* hits the arcades. ■



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N64



Turok The Dinosaur Hunter

Jurassic Park Is Child's Play Compared to Turok

At first, EGM was unsure what to think of an Indian somehow transported into a prehistoric era—a land where dinosaurs and apes have bionic arms and hi-tech weaponry. To us, this whole story sounded strange. Then EGM realized that Acclaim was talking about Turok, Dinosaur Hunter and everything became clear.

Originating from the pages of a comic, Turok is trying a new kind of adventure—one in a 64-bit monster rather than a hand-drawn half-toned world. Turok is leashed and has every right to be. The game has a huge array of weapons to find and choose from and the graphics and character animations are enough to make a gamer's jaw drop



off their face. Need we say, "Duch?"

Since the comic world, Turok has had his ups and downs (going from comic company to comic company, being released then cancelled). He's now found a safe home with Acclaim. Who knows what they have planned for Turok besides a game? What we do know for sure is that the N64 first-person action title is something special.

EGM was able to see an



early version of Turok recently when Acclaim graced us with their presence, and what we saw made us anxious about what later versions will bring—and the final production copy! But that's the future and what we saw was only three playable levels of the game that had a similar motif and dozens of screen shots of later ones with bigger enemies.

In the style of Doom, Turok offers something no other home system can do: the sharpest graphics, huge



levels and a cool story. All of this on a cartridge—that's the difference. No load time! The enemies—be they man or beast—have been retouched with Acclaim's motion-capture technology to ensure high-quality, realistic movement.

RELEASE DATE	DIFFICULTY
November	Moderate
PUBLISHED BY	5/ DONE
Acclaim	50%
THEME	PLAYERS
Action I	64-Meg

WEAPONS

Turok doesn't seem to be in his own element when he's walking around in dino land, but since he's not really from that era, neither are all of his weapons. As you can see, Turok uses anything from a standard hunting knife all the way up to the nuclear fusion gun. If you think they look cool, wait until you use them! Enjoy.



The Hunting Knife - Like Rambo, Turok will use this against his enemies. Unlike Rambo, this won't be Turok's fine blood.



TEK Bow - Silent and deadly, this bow uses regular arrows and TEK arrows which are more powerful than the standard arrows.



Semi-Automatic Pistol - We'll call it the pea shooter. It's definitely a last resort. This one does next to no damage.



Automatic Shotgun - What action game is complete without an automatic shotgun. On top of shells, you can fire explosive rounds, too.



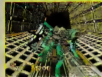
Assault Rifle - Three words: three round bursts. This one is great for quick assaults—hence the name. Similar to an old style machine gun.



Check the pulse of this enemy with your pulse rifle.



Spear versus chainsaw... wonder who will win? Heh-heh.



With these real enemies comes a need for some real weapons. Turok can deliver with no problem in this department. Like many Doom-type games, the dino-hunter's Indian starts with only his axe. After enemies are killed, more weapons can be obtained. Turok's arsenal can be found in the weapons sidebar below—aptly named, eh?

Early versions of Turok showed heavy fog effects to

cover up some of the problems with the environments and loading of the texture maps. EGM is glad to say that we saw no glaring use of fog in this updated version, even though there was fog used in the Jungle Level (and probably in later levels at press time unseen). With more tweaking and optimization, the final Turok could very well be the most impressive first-person action game to date.

"Turok could very well be the most impressive first-person action game to date."

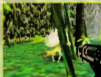
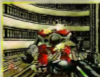
So far it seems like Turok sets out from the past (like dinos and giant ferns and such) eventually making his way to the future world where the alien-bionic dino originates from. Each level has its own style like the Jungle Level shown. Unlike games such as Duke Nukem, Turok goes for a more gritty, realistic look. The characters don't necessarily look like hand-drawn, modeled characters. Instead they look and move like real people and or animals.

Now that EGM knows what Turok is all about, the idea of

an Indian in a dino-laden world blowing them to pieces is okay. After all, who better to do the job than the adventurous hero, Turok—using his nuclear fusion cannon. EGM likes to call "Big Poppa." ■



Just how much blood does a dino hold? Keep shooting to find out. After all, when you have a mini-gun, what are a few more rounds?



Pulse Rifle - This rifle is used to check the pulse of your enemies after you shoot them. Actually, it fires concentrated energy particles.



Alien Infantry Weapon - The alien dino's standard issue. Don't just see something like this in *Evolve*? What a cool weapon!



Mini-Gun - For as big and powerful as this weapon is, something about the name just doesn't fit. This one has great animation.



Grenade Launcher - This one launches energy grenades. Go figure. Really though, this one packs a wallop. Don't shoot it close to walls.



Quad Missile Launcher - A very powerful weapon. Four missiles at once which of course causes some pain to the enemy.



Shockwave Accelerator - A highly lethal beam follows the ground and toasts anything that moves. Very powerful.



Fusion Cannon - The big boy of all the weapons in Turok. It has A-bombs instead of shells. It looks similar to the shock wave.

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SATURN



FIGHTING VIPERS

The Worthy Follow-up To VF2

Sega's Model 2 board wowed many arcade goers when Virtua Fighter 2 debuted. New standards in 3-D animations were set, fluidly took on a new meaning and polygon counts hit new heights. Since VF2 became an overnight success, a follow-up would be inevitable. Instead of Virtua Fighter 3, however, the new

game was to become Fighting Vipers. As VF3 was to be reserved for greener pastures in the form of an even more powerful Model 3 board, Fighting Vipers never received the popularity that VF2 got in the arcades. (Sega proudly stated that over 2500 VF2 stand-up units were sold to arcades in the initial 18 months but then would not comment on how many

Fighting Vipers machines were sold during its initial period. Pretty convenient, isn't it?) Since the Saturn is clearly capable of running these types of games, however, why not bring FV home to help show off the Saturn's power? Perhaps the home version might reach out to more people and make more money than the arcade version did.

Fighting Vipers has the look

"You won't find normal martial artists in Fighting Vipers..."

and feel of Virtua Fighter 2, and yet has its own distinct appeal. You won't find normal martial artists in Fighting Vipers, only a strange assortment of civilians. What constitutes a strange assortment?



A flash always precedes a super powered armor-breaking move.



Try not to get too hung up on the barbed wire walls.

People like Ravel, an '80s rock star wanna-be (note, these are our words, not Sega's!); Picky, a streetwise skateboarding kid; Grace, a tough-as-nails Amazon-sized in-line skater, or Candy, a sensuously dressed cat fighter. Even the Boss is a bit peculiar, as he's



You can play as the Boss if you want to, though he seems to have changed his name from B.M. to a more descriptive Mahler.



RELEASE DATE	DIFFICULTY
November	Moderate
PUBLISHER	% DONE
Sega	55%
THESE PLAYERS	SIZE
Fighting 1 or 2	2CD-ROM



The Winger reject Raxal ends the game with a picture-perfect move, crushing his opponent's torso with his Flying-V Guitar.

just a large muscular man dressed up like G.I. Joe's evil nemesis, Serpentor.

All in all, nine fighters are available to play, including the Boss Mahler. They are all competing in a tournament whose name may cause a few males to cringe—Nutcrack. The object of Nutcrack is to smash through your enemies' armor in order to destroy the person underneath. Not much of a

story line there, the most interesting thing being the name of the tournament.

Donning armor is perhaps the freshest feature Fighting Vipers has to offer. Each separate piece of armor protects a specific area of a fighter's body. If a certain armored piece is hit continuously by the opponent, it will be broken off. If that happens, the respective body part



that was formerly protected will be exposed. Any further attack on the unprotected part will cause greater damage than normal. Each character has, in addition to his or her normal repertoire of attacks, a couple of super armor-breaking attacks. These are nothing spectacular, but they will do more damage to armor than normal attacks.

Another noticeable feature of Fighting Vipers is the lack of a ring-out penalty. All fighting areas are completely enclosed on all four sides. It's almost like the cage match found so often in professional wrestling. These walls can be fences or barbed wire, which

has an uncanny effect of keeping most intelligent players farther away from the edges and closer to the center of the squared circle. Throwing opponents in a fighting game becomes many times more interesting when minor physical barriers like sharp barbed wire fences are surrounding you.

Fighting Vipers is a great alternative to Virtua Fighter 2, but it did not get the exposure it may have deserved. The question of the hour is: How will Sega market a game that many people passed up in the arcades or have missed all together? ■

"They are all competing in a tournament whose name may cause a few males to cringe—Nutcrack."



Hmm...panties, garters and lace. Can anyone guess which demographic group Fighting Vipers is supposed to appeal to?

Gamer's Edge

Fighting Vipers takes a different approach from most 3-D fighting games. Instead of open arenas like in Virtua Fighter, all battles take place in contained

areas, something that was first introduced in the 2-D fighter World Heroes. This not only prevents ring-outs, but adds a new dimension in fighting



techniques. You can juggle opponents against the wall and get in extra hits. Certain arenas are surrounded by barbed wire, which will obviously damage you if they're touched by throwing an enemy into the wire for some old-fashioned fun.

SATURN



AREA 51

Whup E.T.'s Butt

The Air Force has a serious PR problem with its Area 51 air base. UFO fanatics have for years claimed that the fabled facility is home to downed flying saucers, alien corpses, biological experiments and other E.T.-related hanky-panky.

The Air Force isn't doing much to ease suspicion, either. It certainly hasn't opened the Nevada-based air facility to tourists (the Air Force isn't too keen on flash photography). In fact, the U.S. government denies the base even exists.

But gamers know otherwise. They've already blasted their way through

the base—or, at least, a video-game version of it—courtesy of the arcade game *Area 51*, which is now coming to the Saturn. This shooter sends players through six areas of the top-secret facility, each one supposedly modeled after portions of the real base (see sidebar). The game's areas are infested with hideous half-alien, half-human creatures that must be blasted from the face of the Earth. The game is light-gun compatible, or players can use the joystick or mouse (which makes aiming easy).

Area 51's plot spans two danger-filled days at the base. It seems that the Air Force's constant tinkering with alien technology has landed Area 51—ah, perhaps, the rest of the world—in a mess. Now innumerable mutating alien creatures have taken over the facility.

Fortunately, the military isn't unprepared for such mishaps. The president has called in the Strategic Tactical Advanced

Alien Response (STAAR)

Team to deal with the mob of mutants. This team is specially trained to clean up after the misguided experiments of military eggheads—and you're the team's chief action hero.

You, therefore, spend the rest of the game trying to win Area 51 back from the mutants—namely by blowing

the ugly heads off every alien you see. You start the game with your trusty pistol, but as you progress through the base, you'll come across grenades and power-ups that give your gun a brief boost of automatic fire or turn it into a shotgun. Your adventure through the base isn't always on foot. Sometimes you'll hop



KABOOM! The game is full of debris-chucking explosives.



From aliens to mutants, there's a whole lotta' ugly in Area 51.



GAMER'S EDGE

The easiest way to rack up points in *Area 51* is by streaking. No, not the type of streaking college kids did back in the happy days. The *Area 51* style of streaking demands

dead-on aiming of your light gun (although you could still play the game in the nuts if you like). If you hit enough targets—whether they are aliens, windows or barrels—without missing, you begin a streak and stay on it until you miss. Once you get on a streak, your score begins to double, then triple for every target you blow away. Streaks are easier to keep going with a powered-up gun, such as the shotgun, since it's less prone to miss targets.



Like something out of a twisted version of *Donkey Kong*, some mutant alien toe barrels at you. Check a grenade at them in return.

aboard vehicles—such as humvees, helicopters and, oddly enough, forklifts—or take to the air in a helicopter.

But you won't be running and riding through the base on your own; other members of the STAAAR team fight

alongside your character (not to mention two players can shoot alongside each other). Just watch your aim. As in other shooting games, you lose health if you cap friendly targets.

Area 51 is at its heart a

GAMER'S EDGE

Area 51's developers realized that it's no fun being human all the time. That's why the game contains an Easter egg that lets you play as a "good" alien rather than a STAAAR Team member. Accessing this Play Mode—called the Keonin Hunter Mode—is simple. Shoot the first three STAAAR Team members who appear in the first level without blowing away anything else.

You'll take a lot of damage while you wait for the humans, but that can't be helped. If you nail all three of your uniformed teammates, you'll become a "bad" alien hunter. You'll spend the rest of the game blowing away the "bad" aliens, which you see through your infrared perspective.



Area 51 has a Practice Mode for those who can't shoot straight.



Your STAAAR teammates are always eager to give you a lift through the air base. Just be careful you don't accidentally blow them away.

"The game uses a mix of visual tricks."

FMV game. Its 3-D, prerendered environments spoof off the CD as players progress through the base. Still, the game uses a mix of visual tricks. Actors were digitized to portray fellow members of the STAAAR team, and stop-motion animation was used to create the game's population of mutants.

Williams claims the Saturn version of *Area 51* will be identical to the arcade machine. That means it will have all the secrets that made the game stand out from other shooting titles. *Area 51* contains a total of 14 secret areas, which can be accessed by shooting certain targets like windows or barrels. It also features the infamous Alien Hunter Mode, which turns the tables on the STAAAR team (see sidebar).

Yet whether the game offers an accurate look at the real *Area 51* air base is a different story. One thing's for sure: The *Area 51* will never tell.

RELEASE DATE	DIFFICULTY
September	Moderate
PUBLISHER	% DONE
Williams	70%
THEME	PLAYERS
Shooting 1 or 2	CD-ROM

Behind The SCREENS

The *Area 51* game may show players more than the *Air Force* would like them to see—thanks to some old-fashioned Cold War espionage.

It seems that back in the Cold War days, Russia was just as curious to see what the *Air Force* was hiding at *Area 51* as everyone else. So they launched a spy satellite to peer at the air base from orbit.

Unfortunately for the Russians, the *Air Force* quickly detected the satellite as it streaked above the base. Since satellites follow predictable paths through the sky, it was no problem for the *air force* to shut down *Area 51's* operations during the hours the base was visible to Russia's spying eyes. All the Russians saw, therefore, was an ordinary-looking air base, a few *Air Force* planes and absolutely no UFOs or aliens.

But the Russians still snapped plenty of pictures of the base, and they leaked these photos to the U.S. press (*Time* Magazine even ran them). Eventually the photos were nabbed by *Mesa Logic*, the team of 3-D artists who designed the rendered environments for the arcade version of *Area 51*.

"The people at *Mesa Logic* picked up the photos of the layout of *Area 51*, so what you see is more or less an accurate representation of the base," said Howard Lehr, Williams' associate producer for the home versions of *Area 51*. "They wanted to make it as much like the real base as possible."

Of course, Lehr said, the Russian photos don't show what goes on inside the facility, and the basic secrets are anybody's guess. The game *Area 51*, Lehr said, may be as close as gamers get to touring the infamous facility.

"Obviously we couldn't get a guided tour through the alien nest," he said. "We're not going to brag and say we've been in there. Nonetheless, we've done the best we could to show you what the base looks like."

SATURN



Three Dirty DWARVES

They're Makeshift Sportsmen And, Man, Do They Stink

Sometimes RPG board games can provide a type of escape from reality. When done the right way, this can be fun. When done in excess, one might consider it to be a delusional disorder. Nonetheless, Sega Soft's premier title, *Three Dirty Dwarves*, revolves around three characters from an RPG board game that four kids play to escape their troubled existence.

When four test tube babies grow up to be geniuses instead of perfect warriors, the evil General Briggs decides to use them to

manufacture hi-tech weaponry. The only thing that can save the kids is their favorite RPG and the three heroic dwarves that dwell in the make-believe land.

TDD plays like a Final Fight game with cartoon characters instead of the buff martial artists. The dwarves and enemies are highly animated, looking like something out of *MTV Oddities*. Since the dwarves are warped out of their own make-believe world, they'll of course have to adapt to the new earthly world.

Luckily, the dwarves have fallen into a sporting goods

store, and they use items from the present day as tools of war—items like bats, bowling balls and shotguns. Since the three dirty ones aren't accustomed to our day, they use football equipment and other odds and ends for armor.

With the dwarves, the enemies from the RPG world come through the portal the children open. That's who they destroy, eventually making their way to the mastermind of the game, General Briggs.

Each dwarf has his own method of attack. Taconic has a bowling ball and a pin. The pin is used like a club for

close combat. The bowling ball is used to battle multiple enemies, preferably at greater distances. Next, there's Greg—he uses a bat for close combat. He also has a sack full of baseballs which he tosses up

Gamer's EDGE

Those Wacky Morph-Dwarves

Enemies tend to gang up on the poor semi-defenseless dwarves, well, they're not defenseless at all but they do need their special attacks many times in the various levels of the game. As mentioned, the dwarves can combine to become the morph-dwarf (as seen in the picture to the right). These morphing techniques require four skulls.

Depending on what dwarf you are controlling at the time, the type of morph-dwarf you become changes. Here's a breakdown of the different morph-dwarves: **Bat-toting Greg** morph-dwarf hocks big phlegm balls at enemies; **lick**.

Bowlin' Taconic morph transforms the dwarves into another enemy-killing spitter. **Shotgun-blasting Corthing** morph blasts enemies with a barrage of bullets. **Yes!**



The junkyard scenes like just a bunch of spare parts. When you combine that with the magic of TDD, strange enemies appear.



The dwarves do like cocktails but not the explosive kind.

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Behind The SCREENS



Even dirty dwarves need love! but not from the enemy!

gives gamers an edge when they're in a bind. Check the Gamer's Edge for morph info.

Besides the regular attacks, the dwarves have other attacks that they can use like the full-auto shotgun that Corthag can use. These require skulls—each of the previously mentioned attacks uses two skulls whereas the morph attack uses four. Gamer's can pick skulls up in the levels. They're found in boxes and from fallen enemies. It pays to save skulls, but it also pays to use them since dying isn't a good thing in an action game like Three Dirty Dwarves. Check out the Review Crew in this issue to see how the game scored. Maybe delusional disorders aren't so bad after all ■

As mentioned in the Next Wave test, Three Dirty Dwarves features some killer cartoon cinematics and awesome character animation within the game. Like Sega Soft says, the look of the "toons looks like something out of MTV Doodles.

Actually, the style is more like Liquid Television on MTV in the intro sequence when one of the dwarves pulls the stomach through the mouth of one of the enemies, memories of Liquid TV pop into my head.

Not only did Sega Soft come up with the sketches of the characters (as shown—the Boss Pit Bully), they also did some clay models. Since there are so many characters in TDD, the real treat is when you see them move, speak and destroy!



"...four test tube babies grow up to be geniuses instead of perfect warriors."

and hits toward his enemies. This is especially effective when gamers are confronted by a powerful enemy or a row of enemies. Finally there's the third dwarf, Corthag. His weapon isn't as "hands-on" as the others. His shotgun packs a wallop, but the intervals

between shots is long so it pays to use the butt of the gun to knock the thugs to the ground. Although there are only three dwarves there is a fourth pseudo-dwarf. By combining the powers and features of all three dwarves, players can have a morph-dwarf. This feature

RELEASE DATE	DIFFICULTY
October	Hard
PUBLISHER	SEGA
Sega Soft	75%
THREAT	PLAYS IN
Action 1 or 2 CD-Rom	



Is that Chrissy Alberson? Actually it's the Duct Tape Lady! Look out or she'll wrap you up. Man oh man, that does hurt the arm hair!

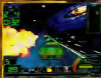


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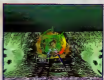
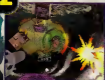
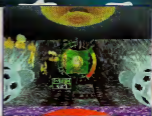
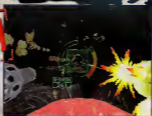
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SATURN



MACHINEHEAD

Busy Cleansing The Earth

The year is 2005, and as a result of a new breed of supervirus, mankind is facing destruction.

The cause of these problems was traced to a control-freak scientist who—while playing around with home-brewed DNA—created a life-threatening supervirus that has infected Earth.

After failing to create an antidote, Dr. Stride finds herself strapped to a flying bomb by her demented assistant, Orville. She must now decide what is left of the Earth from all those infected by the virus. To complete her mission, she

must use the machine's deadly manifest of cargo to eliminate the hundreds of zombies and eventually work her way up to Orville in order to blast him before he detonates the vehicle out from under her.

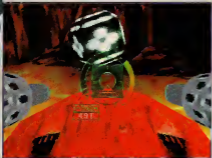
Machinehead features over 15 missions that allow the player to traverse through the fully rendered 3-D landscapes and attempt to eliminate the 100+ enemies in the stages. Vehicle armament consists of 10 different deadly weapons to use for offensive as well as defensive purposes. These range from flamethrowers and machine guns to missiles and plasma beams.

Machinehead controls in a matter close to Descent without the 360-degree capabilities. Players have control over the craft's height, speed and angle of attack, as well as the different weapons which are always at their disposal. Players can move forward and attack with blazing speed as well as stop and play the turret role to clear out multiple enemies packed in small areas. The flying bomb you ride tends to be a ground-hovering weapon, but it can be coaxed to rise into the air through carefully blending the use of levitation and thrust capabilities.

The terrain found on the various levels combines large



sections of flat plains with a good mix of giant rock formations that push high into the vertical. The flight capabilities of the character's vehicle, however, allow players to explore these high areas that would normally be out of reach. The terrain also has structures that spice up the landscape through the use of game elements such

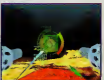


As in most games, you can collect your winnings after destroying some of the enemies' forces. These power-ups are essential to advancing.

"...Machinehead is a step in the right direction..."



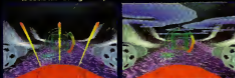
Avoid this fire starter altogether to ensure your safety.



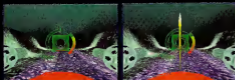
Use your guns and your special weapon simultaneously.

WEAPONS

Helping you in your travels are the various armaments built into your hovering bomb bike. The key to taking out tough enemies is to strike with the right weapon.



This derupong weapon fires three blasts from its barrel. Once they land near their target, they cause a storm effect, striking any enemies standing under it. This weapon is a great way to take out those fast-moving, flying enemies that are hard to get a bead on.

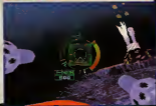
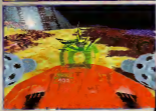
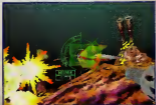


Single weapon blasts such as the grenade launcher can be a valuable asset in the hands of a user with knowledge and the control to place it right where it is needed. Use the ship's angle of attack to guide how far the grenade is launched.

as farms, windmills and abandoned vehicles.

Players will also discover the speed and mobility of which enemies attack while you are searching the countryside. In the beginning levels, fast-moving land spiders rush your character and strike with ferocity. Aerial attacks come from giant bumble bee-looking bots that never seem to stand still longer than a couple of seconds before they reposition themselves on your flank for another attack. Considering the attack speed of these two potent enemies, a player's best choice is to stand still and play the turret role in these situations.

Many players will feel Machinehead is a step in the right direction for first-person shooter. Although not the best game in Eidos' end-of-the-year lineup, it is still lots of fun for the select type of player for which it was designed. ■



RELEASE DATE	DIFFICULTY	
December	Moderate	
PUBLISHER	% DONE	
Eidos	70%	
GENRE	PLAYERS	SIZE
Shooter	1	CD-ROM

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SATURN



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ROBO PIT

Aliens Invade The Saturn

Win a battle, win an arm. Combat is as simple as that in Robo Pit, THQ's new game of battling robots for the Saturn. This 3-D fighting game pits you against 101 robot opponents that are "armed" with weapon-tipped appendages. Each time you defeat a combatant, you nab both of its arms for use in later battles. (Lose a battle, however, and kiss your arms goodbye.) Some

of the game's appendages hold pretty standard weapons, like fists and swords, but laser weapons can be downright weird. Win enough battles and you'll be able to snap on arms that shoot boomerangs or arms topped with suckers that yank opponents toward you. As many as 30 appendages can be collected in all.

Combat in Robo Pit takes place in several texture-mapped arenas. These arenas aren't too big, however, and

combatants have to be careful they don't leap out of the ring.

Before you can leap into battle, you'll have to construct your robot. Robo Pit lets you choose the body style and head of your mechanized fighter, as well as its legs and feet. The body style you choose also determines the kind of special attack your robot can perform.

Robo Pit has already been released for the PlayStation, but the Saturn version looks a bit sharper. The textures that are mapped on the arena and robots of the Saturn version are more detailed. Still, the game plays the same as the above-average PlayStation title. ■

"As many as 30 appendages can be collected in all."



Once you tire of tackling the game's 101 robot fighters, you can take on a human opponent in Robo Pit's two-player, Split Screen Mode.



There are 30 arms to collect, although some are kinda silly.



Gamer's EDGE

Life on the edge

The Saturn version of Robo Pit is a bit harder than the PlayStation version, but it still lets you pull off a trick that's almost guaranteed to (literally) knock out your opponent.

Before you enter a match, choose a pair of arms for your robot that are good for pummeling and knocking around bad guys (the fists and sledgehammers work nice). Once combat begins, lure the enemy robot near the edge of the arena, then maneuver your bot so the bad guy is between you and the edge. Now bash the enemy with your limbs and ram into him until he falls out of the ring.

This tactic requires persistence—your opponent won't fall off after only one hit. You'll also have to be careful not to fall out of the arena yourself. This style of on-the-edge fighting may seem cheap (and similar to combat in *BA Toshinden Remixed*), but it's an easy way to topple troublesome robots.



RELEASE DATE	DIFFICULTY
August	Moderate
PUBLISHER	% DONE
THQ	100%
THROW PLAYERS	SIZE
Fighting 1 or 2	3CD-ROM

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SATURN



TETRIS PLUS

Get Trapped Between A Block And A Hard Place

Is it possible, after so many years and so many different types, to make a puzzle game that actually has something fresh included? Lately, gamers have been lucky. Another one to add to the list is Tetris Plus.

In Tetris Plus for the Sega Saturn, gamers are confronted with options never seen before in the Tetris world, things like a Puzzle Mode and an Edit Mode. Of course, there's the Classic Mode and Vs. Mode—but would a Tetris game be complete without them?

The main part of the game seems to be the Puzzle Mode. In this mode gamers control the professor, a curious guy with an assistant who is on an expedition for

treasure. The professor obviously has the book smarts but not the street smarts since he quickly gets into trouble. As he walks into a chamber, he gets trapped and blocks begin to fall. Tetris begins.

The story line works well with the game considering it could've been taken too far and could've become too far-fetched. In the Puzzle Mode, gamers have the choice of exploring Mayan temples, Egyptian pyramids, the labyrinths of Knossos, Angkor Wat and a mysterious lost city. The hidden city gives players an additional 20 levels of Tetris action. With all of these cities to play through, the total number of levels is 100. Of course, this sounds impressive—and it is—but remember that each

level is harder than the next as gamers make their way through them.

The graphics in the game are similar to Baku Baku without the 3-D looks. Being as it's a puzzle game, mind-boggling eye-candy isn't necessary. The cinemas and voices sound like something out of an anime show. The modes of play add variety to the game. Be sure to check the sidebar on the modes of play for more specific info on this.

Overall, Tetris Plus is everything the original was (being as fun) with the new Puzzle and Edit Modes added. It's nice to see something fresh happen with a game that's been done time and time again. ■



RELEASE DATE	DIFFICULTY
September	Moderate
PUBLISHER	J. DOWE
	Jaleco 100%
THEME	PLAYERS
Puzzle	1 or 2
	CD-ROM

Modes of Play

Tetris Plus features four modes of play: Classic, Puzzle, Vs., and Edit. Here's a run-down of each mode and what makes them stand out.

As mentioned in the body text, Jaleco could've very well brought out a Tetris game that had nothing new. Since they added various modes of play and a story line, Tetris Plus is more than just another average puzzle game.

Classic Mode



Simple enough: The screen is split even if there isn't a second player involved. The blocks work as they always have.

Puzzle Mode



What the game really revolves around. The professor and his assistant and the adventures they embark upon. The spiked ceiling and the goal at the bottom are new additions to the Tetris world.

Vs. Mode



Not much to say here except, like the Puzzle Mode, the spiked ceiling and the goal are at the bottom of the level.

Edit Mode



One of the coolest features of the game. Here you can build your own level, choose the background, and do a bunch of other cool things. Then you can save it. Note the EGM Level!

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SATURN



Alien TRILOGY

The Sci-Fi Saga Comes To The Saturn

Alien. *Aliens*. *Alien 3*. Who hasn't heard of the *Alien* series? Not only is it recognizable in the movie and comic book industry, but within the video game business as well. *Alien Trilogy*, the video game, was released by Acclaim for the PlayStation earlier this year. Saturn owners are still waiting, but not for too much longer. It may be worth it, as *Alien Trilogy* on the Saturn looks and feels just like the original.

Yes, it's another first-person shooter. Is it a good one? That will mostly depend on whether or not you liked the movies. If you didn't, you probably won't care too much for the game. It only offers six weapons (with a few explosives to throw as well)—all of which were seen in the movies. The levels are generally dark and dreary, and

they all look very similar.

So you won't find a lot of variety in the game, but what if you did like the movies? Then you'll probably love *Alien Trilogy*. The mood of the game comes straight from the movies: the excitement, the loneliness and the anxiety. Remember the nervousness you felt in the second film (*Aliens*) when the soldiers were walking down the dark tunnels? The only sound you heard was the motion tracker beeping as the evil creatures slowly closed in on the Marines. You'll soon get to re-live that whole

experience on your Saturn.

Not surprisingly, the plot starts out exactly like *Aliens*. The second movie was the favorite of the three among many fans, it was also the most action-oriented. You get to play the part of Ripley (Sigourney Weaver in the films). You are sent back to the planet LV 426 to see why contact with the colonists there has stopped. Of course, most of us know why the communications have

stopped, but that won't stop you from going back and eliminating the threat in a style that would make Rambo proud.

The general mood of the *Alien* films fit this type of game (a Doom clone) well, and this particular game does the movies justice. *Alien Trilogy* is just an overall well-made product that should be enticing to any fan of the great science-fiction series. ■

RELEASE DATE	DIFFICULTY	
September	Moderate	
FULLNESS	% DONE	
Acclaim	100%	
THRILL	PLAYERS	SIZE
3-D shooter	1	CD-ROM



Just don't let the face-hugger live your digestive tract.



This alien is from the quicker red breed, seen only in *Alien 3*.

DARE TO COMPARE



The Fod



For authenticity's sake, many of the backgrounds and scenery from the game were taken directly from the *Alien* movies. Can you remember which movies these were from?



The Queen



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PLAYSTATION

GAMER'S EDGE

Paris—it's a wacky place. Full of art, music and mimes. Why mimes? We don't know, but we do know that Paris is also the home of the Eiffel Tower. A big tower used for tourism. In *Twisted Metal*, the tower is also used to store weapons. Something is strange, though, as you drive near it. Besides the teleporter at the bottom, there's a remote-controlled explosive device at the base. One might think to pick it up and use it on an enemy. Of course, that can be done, but it would seem more fun to use it somewhere else...like maybe to blow up the tower. By placing it underneath the good ol' Eiffel Tower near the center, getting far away and triggering the explosives, the tower topples over. Now you can drive on the rooftops of Paris, finding power-ups and outsmarting your enemies. Keep an eye out for other monuments and objects in the other levels of *Twisted Metal 2* to destroy. Talk about interactive background! Note: the version this was performed on was not a complete copy and may change in the final game.



TWISTED METAL 2

The World Tour Is Coming To Your Home

The last time we saw *Twisted Metal 2* it was simply a preview of what was to come. Sure, *EGM* got to play a bit of it, but after returning to the office, we wanted more. Sketches of the end cinemas and various levels helped our hunger but something was still missing. We wanted to hold the controller in our hands and play the game. We wanted the carnage of *TM2*. Our wait is over—but not yet complete. As mentioned in last month's preview

feature, *Twisted Metal* is everything the first one was and so much more. So what has changed from the very early version we played some time ago?

The story is still the same. The evil Calypso has put together another deadly *Twisted Metal* tournament. The first left L.A. in ruins. Being a mastermind criminal (and unofficially a psycho) Calypso wasn't content. He wanted to go worldwide and that's what *TM2* is. The World Tour, in all of its twisted glory. There are 12 characters to choose from. Now that *EGM*



actually has a playable copy of the game, we can show each of the players with their respective car. There is also talk of secret characters. If and when these are available, *EGM* will be sure to pass on the information to readers. Each of the characters has its own unique special weapon.

On top of the special weapon, players can obtain a whole arsenal of weapons. These include napalm, rockets, homing missiles, ricochet bombs, power rockets, remote explosives, a lightning bolt among others. Boy oh boy, if napalm won't take care

of an enemy, who knows what will. Of course players also have the standard machine guns. Each car has turbo boosters which run out of gas but can be replenished by finding the turbo power-up.

Can there be more? Of course! Each vehicle can also use a whole array of special moves. As mentioned



Now this is a strange thought. Usually windmills grind wheat to make flour. *Twisted Metal 2* might use cheese to grind teeth.



Wait a second! I thought Sweet Tooth was dead?



RELEASE DATE	DIFFICULTY	
November	Moderate	
PUBLISHED BY	% DONE	
SCEA	60%	
THEME	PLAYERS	SIZE
Action	1 or 2	CD-Rom



The fire in Twisted Metal 2 looks incredible. Of course, visuals are one thing, but, when it's knocking power out, the fire really strikes.

"...if napalm won't take an enemy out, who knows what will?"

In last month's preview, these moves are Up, Up, Down, Down type moves. Some include a force shield, a jump, a freeze beam and land mines. Since the copy of Twisted Metal 2 that EGM has is not yet complete, the special moves cannot be released (they may change). First not, when the moves are confirmed, EGM will do what it takes to get you the special moves as soon as they're available. From what we have heard about

the various moves, they'll be pretty cool looking as well as effective against the enemies gamers face in the levels of Twisted Metal 2.

Stay tuned to EGM in upcoming issues for more exclusive coverage of Twisted Metal 2 as it makes its way to being completed. Then it will be truly safe to say that EGM's hunger for harmless death and destruction will be satisfied...for now. ■

Gamer's Edge

Two-Player Strategy

Meet Joe Rybicki, assistant editor for *P.S.X* and *CYBER SPORTS* Magazines. Yes, he is a busy man. But like all of us, Joe must take time out to see the new games that come through our offices. When Twisted Metal 2 arrived, the first thing that popped into many of our heads was Two-Player Deathmatch Mode. That's when Joe and I decided to see how TM2 fared in this department, since TM2 has a large array of weapons to find and utilize competitive play. Keep an eye on your rear as you drive in the various levels. So far it seems like Paris and Hong Kong are ideal for two-player play. Of course, all the levels have their moments. Hiding in secret areas and hanging out on roofs is always a good thing to do when you're waiting for the enemy. Launch some napalm off the roof or use a homing missile when you're far above on a ledge. This way it'll be almost impossible to miss your opponent. Joe, of course, was killed many times, but he put up a good fight.



The Players

Axel



A tortured, tormented youth that's grown up to be one messed-up human axle.

Grasshopper



A dune-buggy with a need for destruction. What, no sand for you?

Hammerhead



Children will be children. A bit more destructive, though, when in a monster truck.

Mortimer



This guy takes his job a little too seriously. A good business person if you think about it.

Mr. Grimm



From the first Twisted Metal, except this time his cycle is extremely stylish.

Mr. Slam



Ever see *Falling Down*? If so, this guy is fed up. If not, let's just say this disgruntled postal worker.

Outlaw 2



The first one left you breathless, the second will leave you screaming in pain. This cop is the law.

Roadkill



The original bad boy. His boomerang is back but his car is souped-up.

Specter



Hollywood star who wants to live his action movies. Nice rockies, too.

Thumper



Inner-city lowriders never used to have ground effects like this—a samethrower!

Twister



Indy Car racing Mad Max style. Man, she is one hot-looking driver for being hand-drawn, of course.

Warthog



He's a little dead, but he's still kicking—or should I say, firing? His barrage of missiles hurts plenty.

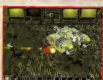
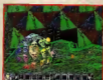


Calyx returns to watch his opponents clobber each other.



Is that the flaming down head on that stone wall? Hmmm.

PLAYSTATION



Contra

LEGACY OF WAR

The Classics Come To 32-Bits

Many video game enthusiasts may remember the game *Contra* for the 8-Bit Nintendo Entertainment System. It's a basic side-scrolling shooter that's considered one of the best classics of the genre. Since then, many sequels followed on several systems (including the Game Boy, Super NES and Sega Genesis—see Behind the Screens sidebar). Some were worthy follow-ups, some were

disappointments to fans of the series. Now for the first time, the company that has been bringing us all these *Contra*s, Konami, is bringing the saga to the 32-Bit arena. Soon, PlayStation (and later, Saturn) owners will be the first to taste what Konami hopes will be a new era of *Contra*s.

No one doubted that a 32-Bit *Contra* game would be made. After all, the previous installments collectively sold over 4 million units worldwide. The question is,



will this new sequel live up to its predecessors?

It's really too early to fairly judge right now. Randy Severin, senior product manager at Konami, isn't too wild about what he sees so far. He thinks that some of the levels are too bright and colorful, and some of the Bosses are not menacing enough. He knows that the first 32-Bit *Contra* title will be an important one for Konami, and he wants to make sure it comes out just right. The screen shots that you see on these pages, therefore, are subject to change.

But one thing that remains clear is that *Legacy of War* will follow the same tried-

and-true formula that made the other *Contra* games so successful. Basically, shoot anything and everything in sight. It's mindless and redundant, but hey, it's still fun.

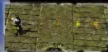
The weapons that you'll see remain the same as in older *Contra*s (see *Gamer's Edge* sidebar). The action, like we said, will stay the same as well. This time though, we'll get to see 3-D textured-

Gamer's Edge

Almost everyone's favorite *Contra* weapon is the spread shot. Will that carry over to *Legacy of War*? Here's a look at *Legacy of War*'s basic weapons:

Machine Gun

Flamethrower



Spread Shot

Laser



RELEASE DATE	DIFFICULTY
November Adjustable	% DONE
PUBLISHED BY	Konami 80%
THREE PLAYERS	SIZE
Shooter 1 or 2 CD-ROM	

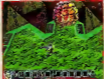
Behind The SCREENS



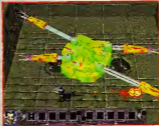
Like before, you'll have to shoot the red dots to pass the walls.



These gun pods are more dangerous with their guided lasers.



Learn this mid-boss's patterns and you won't have any troubles.



mapped environments. The levels look large and open, but your playing area will stay confined to a linear path.

Konami wants to take 3-D a step further and make a new visual option. This option is supposed to provide, "...an intense, lifelike combat experience, when viewed through 3-D glasses," as stated by Konami. Not much is known about this 3-D Mode, though it looks like what the old NES game, *Rad Racer*, attempted in the past—blurred red and blue images that didn't make anything three-dimensional. Let's hope Konami stays away from this kind of cheap play.

Other features offered include the choice of four

"The question is, will this new sequel live up to its predecessors?"

different fighters, each with some weapons unique to him/her. Also, the selection of vehicles available has expanded to include tanks, jeeps, hovercrafts, helicopters and planes.

Of course, you'll be able to play two players at once. It wouldn't be a Contra game otherwise (let's forget about the Game Boy versions for argument's sake).

Konami is trying to make

sure that this new Contra will do the series proud. Often today, many companies get excited at the 32-bit machines' graphical capabilities. Too much effort is put into making next-generation games look great, and the value of fun gameplay is pushed to the back burner. Fans will never put up with this for the first 32-bit Contra, so Konami had better make sure their finished product is top-of-the-line! ■



See the sparkling power-up flying around? It begs to ask (as in all two-player Contra games), "Who gets to snag the new weapon?"

Most people may not remember all the Contra games that have been made over the years. Here's a nostalgic look at one of the best-running series in shooter-game history.

Contra-NES



Super C-NES



Contra Force-NES



Contra: The Alien Wars-GB



Operation C-GB



Contra Hard Corps-Genesis



Contra 3: Alien Wars-SNES





Sadly, this explosion will be the last sight you'll see on the Super Chemical Reactor Level if you don't prevent the reactor meltdown.

DISRUPTOR

Your Mind Is The Ultimate Weapon

Can we use another Doom game? Universal Interactive Studios certainly hopes so. Their latest project is Disruptor. This will be the first title that UIS will publish for the PlayStation. They combined their Hollywood experience in production with the game-making talents of Insnomic Games, the developers of Disruptor.

This game offers you nine different weapons and five separate psionic powers (see sidebar). Your missions will take you to many futuristic and fantastic worlds throughout our solar system. The 13 levels in 20 different

environments will test your 3-D shooting ability. You will visit strange areas from Jupiter's moons to Earth's orbit. Each level is unique in both looks and gameplay.

Just how can a first-person 3-D shooter be unique in gameplay? Each level has a different mission tied to it, which will leave you trying different strategies. For example, one level has you attempting to stop a super chemical reactor from exploding. You start out with 30 seconds, but you can find switches that will buy you more time. The layout of the level is fairly straightforward. You have to run through it as quickly as possible—don't stop to explore rooms or to kill



every enemy, otherwise you will lose the mission. On Mars, you have to find an ancient artifact discovered by some missing scientists. An electrical interference in the atmosphere prevents you from bringing weapons to the planet. Later, you can pick up guns dropped by enemies you

killed, but you'll have to rely on your psionic powers in the beginning to protect your well being.

The enemies have come a long ways in this type of game. Some of them are intelligent enough to not stay in one place while fighting you. You might see them duck

The Arsenal



"Hopefully, the unique missions will help Disruptor stand out among the mass of similar-looking games."



These psychedelic areas will recharge your psionic energies.

RELEASE DATE	DIFFICULTY	
November	Hard	
PUBLISHER	% DONE	
Universal Int.	80%	
THEME	PLAYERS	SIZE
3-D shooter	1	CD-ROM

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TOP-SECRET WEAPONS

Two top-secret weapons will be available to add to your arsenal. These weapons are only usable once but have that room-clearing personality that enemies just love to hate. If you find one, hold on to it like you would your security blanket. Unfortunately, we promised Universal Interactive that we wouldn't reveal the names of these weapons. It's a bit of a con, but they look like in action.



around the corner when the firefights are getting too heavy. It's not quite like challenging a human opponent, but it's definitely a step in the right direction.

Unfortunately, a Link Mode will not be made available to play another human (not that linking two PlayStations was that convenient in the first place). This adventure, therefore, will be strictly a one-player experience.

Hopefully, the unique missions will help *Disruptor* stand out among the mass of similar-looking games.



These drones won't bother you. That is, until you bother them.

The Phase Repeater is the weapon of choice at EGM.



Mind Over MATTER

You cannot win by guns alone. As the game progresses, you will earn the right to use certain psionic powers. Don't forget, you'll have to use them efficiently. Make sure you know how much psionic energy is used for each power, lest you find yourself in a difficult predicament. There's nothing worse than being a rocket-launching robot and not having enough psionic energy to turn your shields on.



Cost: 5—Shock is a short-range offensive weapon. It's pretty useless unless you are out of ammo. Try using your regular guns instead.



Cost: Variable—Use as a defensive and offensive tool. Explosive weapons can bounce off of you and hurt enemies around you.



Cost: 25—Guide this powerful rocket missile into a group of enemies to kill them. As a bonus, they will leave you with recharges for your psionic energy.



Cost: 1—Oran is what replenishes your psionic energy. For the most part, you should keep your default ability on Oran so you'll never be short on energy.



Cost: 20 per 20 healed—Make sure you always have a minimum of 20 psionic energy points so you can heal when you're near death.

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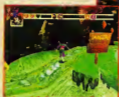
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PLAYSTATION



PANDEMONIUM

Jester Looking For Work

Any gamer who feels that the PlayStation has been recently left high and dry without any quality third-party titles coming out needs to take a look at Crystal Dynamics' latest chart stunner, *Pandemonium*. It utilizes a similar gaming structure as *Crash Bandicoot* as well as the better aspects of Sega's *NIGHTS* and blends them into a graphically outstanding title.

Players climb behind the reins of the mad jester-like hero to control him

through the 18+ levels of excitement. Perspective is in third-person point of view with your character always centered on the screen. Although technically the game controls like a side-scrolling title with each opposite direction on the keypad indicating either forward or backward in movement, it still appears to be a 3-D title. As stated earlier, the views automatically change at designated places in the paths. These mostly have you looking at your character from the side and from the rear, but occasionally you are found

trying to control your character for a few moments while looking him right in the face. This makes the title more interesting, but it forces the player to be extremely cautious while waiting for that unseen enemy to jump up right in front of him. The only control players have over the views at the time of this writing is the ability to zoom in or

out, giving the player a little more versatility.

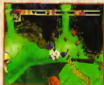
While the background story still eludes many players, the gameplay is straightforward. Your job is to basically run through the mostly linear levels and collect as many diamonds as you can. In these levels there are also items such as heart health bonuses and stars to collect that help you along your path.

Enemies and the traps change in every level and the difficulty slowly increases as the player progresses. The most important tip to

"...there are over 18 levels each with separate sub-stages..."



Melodge a leap attack and you could end up as dinner for aavenous beast such as this giant bridge-guarding spider.



These trampolines roll quickly, use them for lightning-fast attacks.



Zoom capabilities give players a large view of the action.

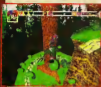
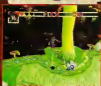
DISRUPTER™

YOUR MIND IS THE ULTIMATE WEAPON...

INTOMNIAC



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TAGG SOFTWARE IS CERTAINLY A VERY PLEASANT AND SAFE COMPANY WITH THE MOST LOGO DESIGNATION, THE AND FOREIGN FINCHES PLAYING.



The game's up-looking theme can be used to catapult you higher.

remember—even while the difficulty is climbing—is not to give up on any level. Although they may seem tough, they can all be passed by using your memory. Even though this style of game can be beaten with correct timing and movements over and over again, it is still challenging for players to remember the exact timing of the traps and the enemy locations to get around them. Players will figure out how to finish the level after a few minutes of repeated attempts with the level layout like it is.

Right now there are over 18 levels each with separate sub-stages that stretch completion time longer than it first appears when the game is started. The levels are visually



Some levels have hundreds of diamonds that are clustered in groups. Use well-placed jumps to grab them all with efficiency.

"...scaling the highest peaks of a walled castle."

appealing for players also. The design changes rapidly from one stage to the next. For instance, in the first part of a level you may be running around the outside of a giant tower looking for a key. And minutes later in that same level you may be scaling the highest peaks of a walled castle. Many times players will find themselves only plowing through the stages just to see the next imaginative level that waits for them on the other side.

Pandemonium may disappoint players who were hoping that this was the PlayStation's chance to release a game to

combat the N64 and Mario. If players just take this title for what it is instead of what they hoped it would be, it would be much more appreciated. Sure it looks free-roaming and non-linear, but your paths are still tightly dictated until the end of the adventure. Small disappointing problems like this may hold it down, but they don't keep it down. On its own merits Pandemonium scores really high for the player with an open mind. No matter what players may have been hoping for, Pandemonium is still a fun-filled title with plenty of action to spread around. ■

Your most important weapon is your ability to jump. In classic Mario style, to defeat enemies, give them a bump on the head with the soles of your feet.

Most of the standard walking and flying enemies die from one hit and are easily dispatched from your path. Few other types need repeated hits (usually three) to get them to vanish. In these situations, you can continue to jump vertically on the creature's head (or head-like apparatus) by holding the Jump button while staying centered on the creature's head. Most of these creatures don't move, making it even easier for them to be killed. All you need to do is hit them once and keep jumping as your character holds steady.

Another useful attack seldom found in games like this is the ability to jump forward while skipping off of the enemies' dome-placis in front of you. This move is really fast and efficient, but it does take some practice to perfect. Jump too late and you will land in the creature's lap (and take damage). Jump too early and you just clear the creature.



Stay out of the slime trail behind this snail, or you will slide uncontrollably into him and lose a precious point of health.



RELEASE DATE	DIFFICULTY	
November	Moderate	
PUBLISHER	% DONE	
Crystal Dynamics	75%	
THEME	PLAYED	SIZE
Action	1	CD-ROM

Did Mom tell you it's never ok to play with your food? She's wrong.



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Get ready for stick-to-your-ribs adventure!

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-K. Lee, Gamefan Magazine



WANTED: brave adventurer, to risk life for missing treasure and beautiful girl. Yellowbelly cowards need not apply.



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- * Stunning sights, sounds, and music.

"Ardy Lightfoot out-faxes the competition!"

-Nintendo Power Magazine



Once upon a time, there were three little pigs...



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"A clever, fun, action ramp."

-Nintendo Power Magazine



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PLAYSTATION



SPOT GOES TO HOLLYWOOD

Hang Out At The Coolest Spot In Tinsel Town

The days of 7-Up are over. It was a good drink, but Spot had to move on. He was destined to be more than just a mascot for a soda. He has become his own person—a character separated from the rest of the mascots of the world. Spot has become...well, cool.

Many gamers have seen shots of this game on the back of Sony PlayStation boxes or in EGM before and probably liked the sharp graphics with a

cartoony feel. We've finally been able to play a preview of it and so far it measures up to the hype.

Cool Spot is making his way through level after level—each with its own movie genre—trying to get out of the wacky film world. So how'd Cool Spot get in this pickle to begin with? After getting released from a movie theater's pop machine, Spot sneaks into the projection room. From there the fun starts. He should've never played

around with that damed projector—that's how he gets warped into the weird world where the game takes place.

The levels are set up like Zaxxon, in a three-quarter perspective but with a twist. Instead of just going in one direction all the time, Spot will go all over the place to make his way through each level.

Gamers will find stages that resemble Indiana Jones (i.e., the mine cart scene), a horror fic taking place in a large mansion and a typical swashbuckling pirate movie

complete with a giant octopus. With this many levels, players will be kept busy. Fret not, the red one still has his sparkling bubbles that made their appearance on the original game for the Genesis.

Keep an eye out for the 2-D characters thrown together with 3-D graphics for an interesting combination that's animated like a cartoon. Leave it to Virgin with their platform games to always



Space: the final frontier. These are the journeys of a little, red dot...that flies around in a pop-bottle ship and destroys aliens!



Each of the bonus rounds has its own film genre.



RELEASE DATE DIFFICULTY

October Hard

PUBLISHER BONE

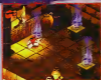
Virgin 100%

THEME PLAYER'S SIZE

Action 1 CD-ROM



White-water rafting? This is one of the things Spot can do.



Once thought to be a Meebleh, this red dot is now an action hero.

bell tower to swingin' salmon on the pirate ship. In each of these levels, Cool Spot can find a whole array of different items. The standard item, like in the old 16-Bit version, is the red dots. Since we're dealing with a 32-Bit world in a 3-D world, some new items have been added. Included are the "Hollywood Walk" stars, special letter coins, take-boards—which act as half-way markers—and movie reel warps which transport Spot to special areas.

When Spot collects all of the stars, an extra life is given. If all of the stars are



I've never personally seen a giant octopus, but I suppose they could be purple. Anything can happen in Hollywood!

obtained from all the levels a special ending sequence is enabled. This includes segments of the game that didn't quite make it to the final cut.

Now that Cool Spot is breaking into new worlds, how long will it be until he makes his way to the 64-Bit realm—specifically onto the Nintendo 64?..Hmmm. ■

LEGAL TROUBLE

Why is it that whenever something funny comes along, these guys and gals called lawyers step in and start talking about these things called laws and even worse, lawsuits?

Perhaps nothing major ever happened during the making of Spot Goes to Hollywood, but some of the other companies' lawyers made a stink when presented with a few of the parodies in the game. For instance, some of the levels were parodies of movies like *Black Runner*, *Terminator*, *Predator*, *Iron* and *Aliens*.

These movie house lawyers said, "NO," and there's as far as the idea went. But, don't get angry just yet. There is hope. By collecting all of the Walk of the Stars stars in the entire game, Spot will get a special ending with the "making of" included. In this cinema, some of the parodies that didn't make it into the game will be shown. You've gotta love hidden stuff!



"Who would've thought a little red dot could do all this and so much more!"



Some areas within each level give players an opportunity to get some dots and the 1-Up giving stars. Be *careful*, there's a time limit.

Gamer's EDGE

Bosses

Level 1 The pounding and spitting giant octopus at the bow of the ship shouldn't be too much of a problem as long as you avoid his arms and cannon fire from above. Welling back and forth across the ship is the best movement.

Level 2 The Spider's Lair is enough to make anyone with arachnophobia a little jittery. This one is obvious but avoid the spider at all costs. Good luck.

Level 3 You've finally made your way to the top of the mansion/bell tower. Defeat the Count by avoiding his bat and swoops while throwing plenty of deadly sparkles his way. Be careful not to fall off of the edge.

Level 4 Keep on target...the so-fistyle of this level will keep you at attention all the way up until the end when you face the "machine gun" packing laser blazing homing missile firing "big ol' ship," according to Mark Kelly, executive producer for Spot. Enough said.



PLAYSTATION



Perfect WEAPON

The Ultimate Battle Is The One You Fight Alone

What do you get when you mix Resident Evil with Tekken 2 (with a splash of Final Fight for flavor)? You get Perfect Weapon.

American Softworks Corporation (ASC) in conjunction with Gray Matter Inc. (the developers) is bringing to the PlayStation a game that covers a myriad of video game genres, and yet, cannot be defined as belonging to any one of them.

Perfect Weapon has exploration and puzzle elements similar to those of Resident Evil and Time Commando. When enemies are encountered the focus is shifted to combat.

You could be fighting a group of enemies who surround you, like Final Fight games but in 3-D. The attacks are not confined, however, to simple punches and kicks. The controls during fighting are very much like that of the Tekken games: independent left and right punches and kicks. Also like Tekken, many combos and throws are available. All together, you can perform over 100 martial arts moves which are derived from a multitude of real-life fighting styles, like prying mantis, drunken monkey and kickboxing.

This attention to fighting details is unprecedented. Sure, many one-on-one fighting games may have more moves.

However, when's the last time, you've played an adventure game with the fighting depth that even compares to Tekken? Not every move will be initially available. You'll have to advance through the game and fight the enemies that possess the different fighting styles.

The alien foes you will face are among the most challenging seen in any type of game. Up to 20 different species will inhabit the different levels. Each enemy is rendered in realtime and will fight you from any angle. Each race also has a distinct fighting technique. Some tend to throw, others like to punch. You'll be truly impressed with the artificial intelligences (see sidebar) when you are surrounded by five goons, all of whom are sitting back, waiting for the right moment to attack in unison.

These shens inhabit five distinctly different worlds: desert, ice, forest, Chinese garden and industrial cyberhell. These

Behind The SCREENS

Perfectly Intelligent

ASC terms Perfect Weapon's artificial intelligence as BAI, or Behavior Artificial Intelligence. Enemies will learn patterns in your attacks and compensate for them. For example, if you're constantly foot-sweeping your opponent, he will start to jump over the sweeps. This behavior of Perfect Weapon's enemies is quantum leaps over that of the bad guys of the Final Fight and Double Dragon days. You can forget about just tapping your Attack buttons over and over to defeat your foes.



GAMER'S EDGE

Learn all of these moves well, young grasshopper! Simple punches and kicks won't cut it. Finding the right combination of moves is a necessity in becoming the Perfect Weapon. (This is just a sample of the many combos available.)

- , □ Job-uppercut combo
- △, △, △ Triple uppercut combo
- + △ Spinning punch
- × or ○ Sweep kick
- Hold L1, release, ○ Helicopter kick
- × Rip throw
- △ ○ Knee to body
- × □ × Super combo



levels are all beautifully prerendered and show off amazing details and light sourcing. ASC is boasting that when PW is completed, it will contain 1100 to 1300 separate 3-D locations (though that's not as impressive as it sounds; a large portion of those are actually the same locations viewed at different angles). And to complement the looks will be the soundtrack. Each level's music is amazingly ambient, moody and exciting.

Why are you (playing the part of Commander Blake Hunter) running around alien worlds in the first place? It seems this evil alien fiend thinks of you as Earth's best combatant. He kidnaps you to put you through a test of survival in



order to study you. His end plan is to have you become a Perfect Weapon, so that he could take those instincts and skills from you. Flattering that he thinks so highly of you, isn't it? Your job then, is to find your way out of this mess and get home.

ASC is so confident that Perfect Weapon will sit well with gamers, that a sequel named Final Weapon is already being planned. Meanwhile, PlayStation owners can look forward to seeing this truly ambitious title in November (with the Saturn version being released first quarter 1997). ■

RELEASE DATE	DIFFICULTY
November	Adjustable
PUBLISHER	3. DONE
ASC	80%
THEME	PLUGINS
Action	1 CD-ROM



Gamer's EDGE

The Longest Battle

According to David Klein, the president of ASC, the fight with the final boss (who, at ASC's request, shall remain nameless) will be "the longest fight in video game history."

Why? This last boss has a computer that supplies him with regenerative powers. Players will have the option of shutting down this computer; if they can solve the puzzle. If they don't, then they'll be fighting a fierce battle with a seemingly invincible opponent.

Klein tells us that fighting the regenerating boss may take upward of 30 to 35 minutes. Even if the computer is shut down, a good player with plenty of health power-ups may find the battle lasting at least 20 minutes.



It's highly recommended that you shut this computer down.



The different-colored enemies indicate their rank and power.



Blake finds the bodies of great warriors from other worlds.

Behind The Screens

Here's what Perfect Weapon's animated characters look like before they become animated video game characters. After the idea of a game is first formed, some sketches are drawn (lower left) to visualize those ideas. Later, wire frame models are designed on computers (lower right) to animate the characters.



PLAYSTATION



BLACK DAWN

Terrorize The Terrorists

Poor ChopLifter. The classic search-and-rescue shoot-'em-up has been ignored by the recent comeback of oldie-but-goodie games and arcade classics. While a new generation of game players is tearing through updated versions of Tempest, Robotron and other classics, ChopLifter seems to have become lost in gaming's good old days.

Or maybe not.

Virgin's upcoming Black Dawn looks suspiciously like a next-generation version of ChopLifter. Although much of this 3-D helicopter combat game is spent blowing bad guys out

of the sky, some missions send your chopper out to rescue soldiers and hostages. When your gunship touches down to pick up the passengers, they hop into your helicopter in a helter-skelter scramble that all ChopLifter fans will find familiar.

Similarities to classic games aside, however, Black Dawn is much more than ChopLifter revisited. Players pilot a Mohawk attack helicopter for Black Operations, an elite anti-terrorist force. Black Ops has been deployed to seven world regions, including the Arctic, the Arabian Desert, the jungles of South America and even New York City's Central Park. In addition

to these locales, pilots can soar through hidden bonus levels to pick up extra arms and armor.

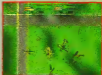
Most regions have an average of five mini-missions to complete, and it is the game's variety of missions that sets it apart from other flight-combat titles. Some missions are simple search-and-destroy outings, but others have you rescuing hostages or transporting soldiers into enemy territory. When pilots complete a mission, they are radioed an in-flight briefing on their next assignment. Only by completing all the mini-missions do pilots clear one of the game's areas. Adding to the tension of each mission is Black Dawn's soundtrack. The game contains 16 fully orchestrated tunes, and the music speeds up as players near the end of each mission.

Black Dawn is being developed for Virgin by Black Ops, the same team that created Agile Warrior. But the game is a big improvement

over Agile Warrior—it has more missions and enemies, smarter AI and much sharper graphics. Pilots can fly their choppers from inside the cockpit, from a chase view or a third-person wingman view (which works well when trying to locate hostages). Pilots



The Central Park terrorless are about to ruin everyone's picnic.



The Deathmatch Mode pits two players against each other.



The hostages could use a lift to a friendly air base, so be nice and give them a ride. Just be careful not to hit them with stray bullets.





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Behind The SCREENS



The bad guys are nice enough to leave power-ups when they die.

can also look (and shoot) to the left and right while playing in the cockpit view.

When players down enemy aircraft, power-ups hover above the foe's flaming wreckage. Some power-ups simply replenish armor or fuel. Others yield more missiles and bombs—such as napalm and unguided rockets.

Flight in *Black Dawn* is much simpler than in a sim. Players can choose between two Flight Modes: one that

lets them change altitude by changing the direction of their chopper's nose, and one that keeps the chopper at the same altitude no matter what direction the chopper is facing. The first mode is more realistic, but the second makes attacking ground targets easier.

This is one of the few flight games with a Two-player Mode that doesn't require two PlayStations and a link cable. Called the Death-match Mode,

the two-player game has pilots battling each other while viewing their choppers from an overhead perspective.

Another unique feature is *Black Dawn*'s computer-controlled helicopter wingman. This second attack chopper assists players as they go about their missions. It attacks targets that get away from the player and it will even cover the player's helicopter when it picks up hostages.

You'll appreciate the second chopper's help. Considering how many bogies kill *Black Dawn*'s unfriendly skies, players will need all the help they can get. ■

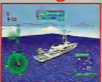
Gamer's EDGE

"Power-ups hover above the foe's flaming wreckage."

There's a whole lot of bad guys in *Black Dawn*, and they're often all gunning for your helicopter at once.

Fortunately, your chopper is so maneuverable it can use a defensive tactic usually found only in *Doom*-style games—strafing.

The top-left and right joystick buttons send your chopper zooming sideways to the left or right, just like the strafe buttons do in *Doom*. Players can use these buttons to dodge enemy fire, but they can also turn the nose of the chopper toward the enemies while dodging. This tactic lets pilots fire off a few bullets or missiles even when they're on the run from enemy weaponry.



Enemy aircraft shed a ton of shrapnel when you nail them with your guns, and their glaringly bright explosions light up the battlefield.

Black Dawn is the second PlayStation game from Black Ops, the development team behind *Agile Warrior*. EGM talked with *Black Ops* President John Botti and *Black Dawn*'s lead programmer Will Botti (John's twin brother; by the way) about this intense flight game.

EGM: With its hostage-rescue missions, *Black Dawn* looks like it was heavily influenced by *ChopLifter*. Was it?

WB: *ChopLifter* was one of my favorite games, and it definitely was an inspiration. We actually thought about doing a *ChopLifter 3-D*, but that wouldn't have played to our strengths in terms of the other elements of the shooter genre that we wanted to incorporate in the game. We wanted to have more than rescue missions.

EGM: One neat feature of *Agile Warrior* was that it let you play audio CDs in the PlayStation while playing the game. Does *Black Dawn* have the same feature?

WB: You can do it, but it's not going to work too well. The game accesses the CD a lot for in-flight briefings and other sound effects, so you'll end up hearing brief snatches of your music.

EGM: At first glance, *Black Dawn* looks similar to *Agile Warrior* in terms of graphics and gameplay. How is the game new and improved? John Botti: We're using the guts of the 3-D engine that was developed for *Agile Warrior*, but *Black Dawn*'s really a drastically different game. There's been a lot more time spent on the AI. The frame rate is a lot faster, and you can have literally dozens of things on screen. The skies can be cluttered with enemy helicopters or friendlies, and the frame rate doesn't suffer.



RELEASE DATE	DIFFICULTY
October	Moderate
PUBLISHER	SCORE
Virgin	80%
THREE PLAYERS	SIZE
Flight Sim	1 or 2 CD-ROM

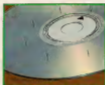
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PLAYSTATION



Gamer's Edge

Bilsten

The resident Boss, Bilsten, isn't anything special in terms of fighting ability, but a simple strategy can take him out. He relies on his brute strength to lower your power bar to the subterranean level. He has little special attacks or speed moves but can seriously beat an opposing character to a pulp, quickly. The way to win against him is to burn-rush him and hit with the biggest combos. Just TRY to get him before he gets you. It's a simple strategy but it's harder to implement than it is to talk about.



STAR GLADIATOR

Capcom Rockets Into 3-D

Even with the continued popularity of the Street Fighter series, Capcom refuses to be content with just two-dimensional fighters in their corner. Besides lending a valued hand in the development of Toshinden 2, little progress has come from this industry giant in the realm of 3-D fighting. This attempt to create a marketable product brought gamers what they demanded from a 3-D arena-style title bearing testimony to the capability of the company. This new title is called Star Gladiator.

Star Gladiator is a platformed arena-based fighting title similar to its half-parent Toshinden 2. These stages are each unique to a certain character as in other titles and change as the player advances. They all seem to have a dominant "tech" feel to them, no matter what the theme is.



Three taps Up make Gore grow to giant size. Talk about range!

Graphically the title is the cleanest seen in a long time. The stages and the characters are all brightly colored and use little darkness in the backgrounds to mask graphical flaws as many titles do. This gives the title a strong basis from which the rest of the game is built on.

With characters original to this title alone, Star Gladiator gives players the chance to try their hand at any of the races involved in this futuristic combat situation. There are some similarities between a few of the characters in current titles, but as a whole, they are all unique and can be adapted to



Finish off an opponent and watch the power be drained from his/her body. Use this chance to get a few cheap shots on his/her corpse.

a wide range of playing styles.

The action is based on the hovering arena where the non-cautious fighter can take an accidental plunge and forfeit the round. Character controls in this arena allow rolls and shuffles to the left or right as well as forward and backward movement. All the

characters' attacks are similar to the standard set by Street Fighter, making adaptation for players who are used to SF extremely quick.

Character moves are based around the range of some type of hand-held weapon the character wields. These, along with the occasional punch and kick, keep opponents at bay



RELEASE DATE	DIFFICULTY
November	Variable
PUBLISHER	% DOM
Capcom	70%
THEME	FIGHTING
Fighting 1 or 2 CD-ROM	

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Ringfe's Flame Breath can take many opponents by surprise.



Size isn't everything—use speed to fight against power.

"...use(s) little darkness...to mask graphical flaws..."

long enough to build up a combo. If an enemy does move in too close, there are grappling moves to make that enemy change his/her mind and back off. Some of the characters have potent long-range attacks that can be used for the same effect as Ryu's and Ken's fireballs. Each of the characters can be chosen to fit a player's individual tastes depending if a player likes to be up-close and personal or keep the range advantage.

Useable game features in Star Gladiator consist of an Arcade Mode and a Two-player Mode, as well as variable difficulty settings for the beginning or highly-advanced

player. There is also a Practice Mode that can help anyone become a fierce fighter if they put in the time to develop their skills.

Players used to the Capcom tradition for fine fighting titles need to move on to Star Gladiator. Its imaginative gameplay will be welcomed by all combat lovers whether they are accustomed to the 3-D world or not. ■



"...attacks are similar to the standard set by Street Fighter..."



Saturn's Flying Torpedo attack is similar to the special moves used by a sumo wrestler who has a fetish for fighting in both houses.

Training Mode

Training Modes are becoming increasingly popular in fighting titles, but Star Gladiator went one step further and has incorporated a chain move diagram for each character. This tree formation can be seen in the upper right-hand corner of the Practice Screen. It is based on the character chosen by the player and shows the button combinations needed to pull off the most fierce characters moves.

Just start on the left and plan your course. Once you think you have mastered all there is in the Practice Mode by busting up on the defenseless enemy, you can select to make the confrontation more realistic. This gives the enemy freedom to defend himself/herself (and take the initiative) instead of just being a punching bag.

Gamers will soon realize that pulling off that five-hit killer combo is twice as hard against a character that has the smarts to break up the onslaught.



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Grand Prix

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Italian
Grand Prix

Brazilian
Grand Prix

WIN A TRIP TO THE '97 GRAND PRIX OF YOUR CHOICE!



SPORTS

EA SPORTS SETS UP AT THE LINE OF
SCRIMMAGE WITH MADDEN '97

This year, EA Sports hopes to throw the bomb and reclaim the Super Bowl of gaming from Sony Interactive Studios and GameDay, the winners of last year's gaming title.

It's football season again, and we at Team EGM are gearing up to hit the field with the latest news from the world of sports. In our last issue, we gave you a glimpse of some of the many football titles preparing for release on the home systems. Now it's time to take a closer look. For this issue, we bring you an interview with the godfather of football gaming himself, John Madden. Read what he had to say about the NFL, the upcoming season and his own long-anticipated game. We also take a detailed look at some of the strategy involved in Madden '97.

This month's Previews section offers a lot of variety, with a first look at a Japanese wrestling game called Toukon Retsuden which Activision is translating for the U.S. market as Power Move Pro Wrestling, We also include a bowling game called Ten Pin Alley, the newest version of NHL for the Sega Genesis, the latest news on Waverace 64 for the Nintendo 64 and a

sneak peek at a new snowboarding game called Coolboarders. This game should be out in Japan by press time, and Sony may be releasing a U.S. version.

The Box Score is dominated by football games this month. We'll tell you where Madden, Quarterback Club and GameBreaker really stand in this season's football lineup. There's been a lot of talk about each of these games, but hype is sometimes nothing more than that—hype. Take a look inside for the real story.

We also review Andretti Racing, a high-energy title which is brought to you courtesy of the three Andrettis and EA Sports. This is more than just another racing game, so look inside for more info.

The world of sports gaming is constantly changing, evolving and redefining itself. You can count on us at Team EGM to keep you up to date on the latest and hottest news as soon as it comes our way.

THE LINEUP

• PREVIEWS

- POWER MOVE PRO WRESTLING
- TEN PIN ALLEY
- NHL HOCKEY '97
- COOLBOARDERS
- WAVERACE 64

• BOX SCORE

- MADDEN '97 (PLAYSTATION)
- NCAA GAMEBREAKER (PLAYSTATION)
- NHL QB CLUB '97 (SATURN)
- ANDRETTIRACING (PLAYSTATION)

• INTERVIEW

- MADDEN TELLS ALL TO TEAM EGM

QUICK SHOTS



Madden '97 is coming for the Sega Saturn from EA Sports.



Namco's PS World Stadium X is now on the Japanese market.



EA Sports is getting ready to tee it up with PGA Tour '97.



Natsume is preparing to go up through the gears with Highway 2000 for the Sony PlayStation.

Power Move Pro Wrestling



Few sports match professional wrestling for pure enjoyment. There's nothing quite like seeing two or more grown men throwing each other around, smashing each other's faces into the ground and generally beating the snot out of each other—knowing all the while that somehow no one is going to get killed, mutilated or maimed for life. Although some may see pro wrestling as the quintessential U.S. pastime, it is a sport that is enjoyed worldwide, as evidenced by the success of Tokey's Toukon Retsuden—New Japan Pro Wrestling. Soon Activision will be bringing this well-known Japanese wrestling game to America with the release of Power

Move Pro Wrestling.

Although "realistic pro wrestling" may sound like a contradiction in terms, the developers of Toukon Retsuden have worked to make this title as lifelike as possible. The game features 12 different polygon-based wrestlers represented in full 3-D. Each wrestler has his own unique special moves, many of which can do extensive damage. As the match progresses, the wrestlers show fatigue by weaving unsteadily and gasping for breath, and Activision reports that the U.S. version will feature cumulative body damage that will indicate the status of your wrestler. This is a helpful feature since there are no health bars on screen; watching your wrestler closely is the only way to know how much fight he has left in him. Although you will not have health bars, your wrestler will have "hit points" in two categories: strength and submission. Straightforward moves like kicks and Body Slams will deplete your opponent's strength points, while "submission" moves like the Sleeper Hold and the Camel Clutch will take away his submission points, until he finally gives up.

There are a variety of moves specific to the position of the two wrestlers, as well. For example, certain moves can be performed only when facing an opponent who is unsteady on his feet; others work only when your wrestler is standing directly behind the opponent. If he's face up on the mat, you'll also be able to perform different moves than you will if he's face down.

In order to translate this game for the U.S. market, Activision will be changing the name and appearance of each of the wrestlers, rings

and arenas. Other than that, however, this game is expected to remain intact from the Japanese version. With the popularity of wrestling leagues like the WCW and the WWF, Power Move Pro Wrestling should prove just as successful.



Wrestling as real as it gets

The developers are including a full repertoire of pro wrestling moves, like Pile Drivers, Body Slams, Rope Tosses and even the formidable Figure-Four Leg Lock, a particularly satisfying move that allows you to watch your opponent writhe in pain on the mat. In addition, certain positions in the ring will allow you to perform certain moves. For example, if you're near the ropes, you'll be able to toss your opponent out of the ring, vault over the top rope to stomp on his face then continue the fight on the floor. You'll have the option of bashing his face into the ring barrier or pummeling him until he's out cold long enough to be disqualified. But be careful—if you're out of the ring for too long, you'll run the risk of being disqualified yourself. This game will be so detailed, it will even let you drag your opponent around the ring by his hair or his feet, or even roll him under the ropes and out of the ring if he's down long enough.

RELEASE DATE	DIFFICULTY	
November	Moderate	
DISTRIBUTOR	GENRE	
Activision	CD-ROM	
PLAYERS	TITLE	% DONE
1 or 2	Wrestling	90%



You have to break a hold if your opponent reaches the ropes.

Japan's Toukon Retsuden gets an American face lift

FACE to FACE

with **JOHN MADDEN**
by Todd Mewatt and Joe Rybicki



John Madden is a name that has become synonymous with quality football gaming. Since the release of the first Madden Football for the 16-Bit systems, John Madden and EA Sports have worked together to produce in-depth and ultra-realistic football titles that have repeatedly set new standards for other games to follow. The release of Madden '97 for the 32-Bit systems is certain to revolutionize the video football industry once again.

Of course, Madden was a coach long before he was a game designer, and he continues to be one of the most knowledgeable football commentators in the business. It is his years of real NFL experience that makes it happen, and this is what has consistently set his football games a step above the competition. We spoke to Mr. Madden at the Electronic Entertainment Expo in May, and heard his thoughts on the game of football—both at home and on the field.

Team EGM: Which teams are looking good?

John Madden: I think the same teams that looked good last year. You know, the NFC's easy. I still think it's the Cowboys, the 49ers and Green Bay. The AFC, they're all kind of right in the middle. So I think those are the three best teams, and they're all in the NFC.

How do you think the Cowboys are going to do this year, with some of the problems they've been having?

They're going to be good. The problems will be done by the time the season starts. As long as they have Troy Aikman and Michael Irvin, with Emmitt Smith running the ball, and that big offensive line, Charles Haley on defense, Deion Sanders...it's a league of stars, and they've got the best stars.

Do you think Deion is going to ruin the Cowboys with his high salary?

No, no...that's what you have to have; you have to have stars. I mean, the teams that have the best players are the teams that win the Super Bowl. It may be a coincidence, but the place where Deion Sanders has been the last couple of years has been the team that's won the Super Bowl. So I think he may be worth it.

What did you think about the outcome of last year's Super Bowl?

I thought it was a good game. I know both teams, and they didn't play their best football. But the fact that neither team played their best football, I think, made for a good game. I mean, the Cowboys are better than that, and the Steelers are better than that. But neither one of them played well.

Is FOX broadcasting the Super Bowl?

Yeah, I'm looking forward to it. It's in New Orleans this year and that's a great city...a great place for a party.

What college players coming up do you think are really going to make an impact on the game?

I don't know; most rookies, unless they're a running back or maybe a wide receiver, have a tough time making an impact the first year. So if anyone's going to, it's going to be a wide receiver or a running back. Quarterbacks don't even play, there wasn't even one drafted. For offensive and defensive linemen, it takes awhile. Defensive backs, maybe some of them play...but I think if there's going to be an impact player, it'll be a wide receiver or a running back.

In terms of the replication of the game of football through your EA Sports games, how close do the games come, in your opinion, to the actual game of football?

As close as you can come. That's the whole goal of it, to get it where it is the game, where it's the same thing. And whatever happens in football, we put in the game. And any tendency, any new rule, any new formation, any new defense, anything that happens in the NFL, we put it in our football game—I make sure of that. So, I don't think you can get any closer to real football than what we have. ★



Madden NFL '97

COORS FIELD.[®]
 THE WIND IS BLOWING
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 AND YOUR BUDDY'S
 HANGING CURVE LOOKS
 ABOUT THIS BIG.



Grapefruit Just hanging there for you to swing like a big round piston. You might not get this chance again. After all, it's Coors Field[®], where the air is your friend. And who knows, your next game will probably be at Tiger Stadium[®], where the outfield is so deep you have to change area codes to call back to the bullpen. In fact, *World Series Baseball™ II* has all 28 Major League[™] ballparks, replicated in 3-D detail so accurate you can practically see the peanut shells in general admission. Not to mention all the teams, players, rosters, stats, ratings - heck, even



their phones as they're announced at the plate. It's all here. Along with five different ballpark perspectives, off-the-beat camera angles, CD stereo sound. You know, using the cake stuff that makes *World Series Baseball™ II* so real, you expect to see commercials between innings. But you won't. Thank goodness.

For more info, visit Sega's web site at <http://www.sega.com> or on CompuServe at GO SEGA.



World Series Baseball™ II. Also available on Saturn and World Series Baseball™ '96.



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SEGA SATURN

MADDEN NFL '97 STRATEGY

TEAM EGM SPORTS



John Madden brings some of his years of coaching and football knowledge to Madden NFL '97.

POSITION YOUR RECEIVER



Sometimes you will need to maneuver your receiver into a better position to catch the ball. Drop back and get in front of the defender for your best chance at catching the ball. Unless you are several steps ahead of your defender, this should prove to be useful.

OFFENSIVE TACTICS

FAKE FIELD GOALS



Choose the fake field goal as an alternative to a two-point conversion. After the ball is kicked, take off for the

sidelines then turn it up field into the end zone. This play is almost always certain to work against the computer.

TAKE IT UP THE MIDDLE

Under I-Formations, choose either of the FB Belly plays to give you positive yardage on a regular basis. Alternating between the two should consistently keep moving the ball. Audible out of this play if the defense brings in a middle linebacker. If the middle looks bad, just bounce around to the outside.



DEFENSIVE TACTICS

LINE STUNTS

Choosing one of the line stunts is the best choice for penetrating the offensive line. Plays such as the two on the left bring the linemen in on an angle, breaking down the offense better than just pushing the line straight back.



PRECISION TACKLING



Timing your tackles is very important for a successful game. Wait until you are on top of the ball carrier before you try to tackle him. This will insure that you don't miss and give up yardage.

TOUGH PASS COVERAGE



Bring your defender in front of the receiver for the best shot breaking up the play. Watch the bumping when you are trying to get into position or you will get a pass interference call.





SOCCER SO AUTHENTIC WE SHOULD PROBABLY CALL IT FOOTBALL.



The most realistic graphics and gameplay of any sports game ever
Sega Worldwide Soccer '97

- Forty-eight national teams from around the globe.
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- Create-a-player and weather options.
- Headers, back-heel passes, bananas and bicycle kicks.
- Killer slide tackles, and plenty of refs to yell you ya.



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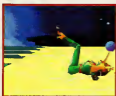
TEN PIN ALLEY



American Softworks Corporation is planning to bring bowling action to the PC and the PlayStation with this fall's release of Ten Pin Alley. Developed with the cooperation of the Bowling Hall of Fame and Museum, this game gives players the opportunity to bowl in different eras, including the '50s, the '90s and even the lanes of the future, complete with new rules and scoring. ASC is looking to re-create the experience of bowling as accurately as possible, with realistic sound effects, precise ball and pin physics and true-to-life lane

conditions that affect the behavior of the ball. Players will be able to choose from a number of different characters, each with his or her own strengths and weaknesses. You'll also be able to choose both right- and left-handed players, since positioning changes depending on which hand is holding the ball. You can even select hair color, skin color and wardrobe.

Players begin the frame by aiming the ball then positioning the bowler on the lane. As the character approaches the line, the player chooses the strength of the throw, the release point and how much spin is put on the ball. You'll be able to hook the ball smoothly between the head pins, or hammer it down the middle and hope for a lucky pin bounce. The behavior of the pins will be physically exact, with



Accurate to the last pin drop



With the intensity of the computations involved in every frame of Ten Pin Alley, players can expect a high degree of realism. This is seen to be as accurate a simulation of real bowling as is presently possible. For example, the degree of spin that

the player puts on the ball will have a greater or less effect, depending on how hard the ball is thrown. In addition, if the ball is released too late—causing it to bounce—the spin will be even more pronounced, just like in real life. The sound effects and graphics will be dead-on, as well, from the sound of the ball first hitting the lane to the last pin taking the fall. You'll even hear the ball returning during your next shot.



ASC is pinning their hopes on bowling

the spinning and bouncing found in the actual game. Pins will even be able to "walk" from their position if they rock hard enough. This means that you'll be able to experience the frustration of watching your last pin rock back and forth without going down.

In-depth options will let players customize the game, dictating factors like scoring method, gutter setup and lane conditions. The game will be further enhanced by entertaining animations that reflect the characters' performance. For example, nail a strike and your character might do a little dance; miss it by one pin and he might throw a tantrum. There will also be animations for when your character releases the ball too early or too late.

ASC tells us that over 20 percent of the U.S. population have bowled at least once. If this statistic is accurate, it's surprising that we don't see more bowling games on the market. Perhaps this is because the game relies so heavily upon real-world physics that it is difficult to re-create accurately. According to David Klein, president of ASC, their game performs 1.3 million computations each time



the ball heads down the lane. This makes a simulation hard to pull off well, and this may be the reason why we've seen relatively few bowling simulations. Nevertheless, from what we've seen, Ten Pin Alley is certain to live up to the expectations of eager bowling fans everywhere.

RELEASE DATE	DIFFICULTY
1st Qtr. '97	Moderate
PUBLISHER	SIZE
American Softworks	CD-ROM
PLAYERS	THINGS TO KNOW
1 or 2	Bowling 75%

F1 Challenge



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The most realistic racing experience yet for the Sega Saturn. Amazing 3-D graphics and tight control for gameplay so intense you can almost feel your head rattle.



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NHL '97



For six years now, EA Sports has reigned in the world of video hockey. No other title has come close to the success of their NHL franchise for the PC and console systems. Now they're setting up to release the newest update in the EA Sports legacy—NHL '97 for the Sega Genesis.



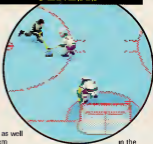
NHL '97 lets you re-create the moves of your favorite players.

Although this game doesn't appear to differ much visually from earlier versions, NHL '97 will include all the action that made the NHL series so popular, and will also have a host of features new to this latest version. For example, players will now be able to perform signature moves from the NHL's star players, like Fedorov, Forsberg and Messier.

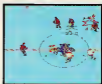
The game also includes national teams from Canada,

America and Europe, as well as Eastern and Western Conference All-Star teams, which offer an extended league. You'll be able to build your own top team by trading and releasing players and signing free agents. You can put yourself in the game with the Create-A-Player Option.

Also new to this version is the inclusion of the All-Star Skills Competition, which will offer players the chance to test their abilities in categories like Rapid Fire, Puck Blast, Puck Handling and Shooting Accuracy. You'll be able to take control of the goalie



in the overall look of the game from previous versions, NHL '97 should offer up a challenge to diehard hockey aficionados—although fighting is noticeably absent.

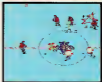


EA Sports continues its NHL legacy

during the Rapid Fire competition and do your best to fend off 30 high-speed shots from the opposition in the Rapid Fire. Or, if you wish, you can streak down the ice to try to slam the puck down the opposing team's goalie's throat in the Puck Blast. The game also includes a 3-on-3 Practice Mode that lets new players get the hang of the somewhat unique controls.

On the competitive side of things, NHL '97 will let you play a tournament with up to 16 different players. You'll also be able to set up fully customized playoffs between whichever teams you choose. Up to four seasons can be played simultaneously, and the game will maintain all-time user records, keeping track of statistics of the best players.

Although it's true that there have been only a few changes



Design your own team

NHL '97 will feature many different team management options. You'll be able to put together your idea of the ultimate team by releasing players, signing free agents and making trades. You'll be able to create players and assign them a series of attributes to augment your team.

TEAM ROSTER



DETROIT

PLAYER

2 VIACHESLV PETROV	LD	BENCH
9 NIELAN LOSTYNGH	LD	BENCH
15 MIKE RANNEY	LD	BENCH
27 MARC BURGOWIE	LD	BENCH
34 ANDRES ERIKSSON	LD	BENCH
9 BOB ROUSE	RD	BENCH
16 VLADIMIR KOSTANTINOV	RD	ICE
77 PAUL COPPEY	RD	ICE
12 VIACHESLV KOZLOV	LW	BENCH

START-EXIT
← GO LEFT TO PLAYERS
→ SCROLL PLAYERS
A CHANGE TEAMS

STATUS

RELEASE DATE	DIFFICULTY	
September	Variable	
PUBLISHER	SIZE	
EA Sports	16-Meg	
PLAYERS	THINGS	% GOOD
1-4	Hockey	100%

COOLBOARDERS

Some people call it a lifestyle. Others call it insanity. No matter what you call it, hurtling down a slope at incredible speeds with nothing but a flimsy fiberglass board to keep you on course is certainly a unique experience. You take your life into your hands with every bone-wrenching drop, and some might wonder whether the rewards are worth it. But that's snowboarding, and it's grown increasingly popular worldwide over the past few

years. The new title from Japan's UEP Systems, which is setting up to take over the snowboard niche in a big way, Snowboarding is huge in Japan, and Sony Computer Entertainment officials are seriously considering bringing out Coolboarders over here—with a few



Sony gets ready to catch some big air

years. Until now, no home video game has really capitalized on the snowboarding market. That's about to change: enter Coolboarders.

RELEASE DATE	DIFFICULTY	
December	N/A	
PUBLISHER	SIZE	
Sony	CD-ROM	
PLAYERS	GENRE	% BONUS
1	Racing	N/A

cosmetic changes and possibly a name change.

This game will feature four different courses which will offer a variety of obstacles, like jumps, cliffs, moguls, trees and even some huge boulders that you'll need to slalom your way through. You'll be competing in a timed race, but you'll also score points for pulling off one of the ton of different tricks available to you, like the Stale Fish, the Late 180 and the

Melancholy Grab. It's unclear whether the time or the points will be the factor which decides who wins the race, but it's certain that both will be important. It looks like you'll be able to select your own gear, as well, which is sure to add personality to the game. When you win you should be given points that will allow you to upgrade to a newer snowboard.

The contestants will be

presented as fully 3-D texture-mapped polygons, which should allow for realistic, fluid animation. The backgrounds look vivid and should complement the foreground action well.

Although it's still early in the development, it looks like this game will capture the feel of the snowboarding experience. Fans of the sport should keep an eye out for this one.



Show off on the slopes and score big

Coolboarders will give players the chance to live out their snowboarding fantasies on a number of treacherous downhill courses. The courses will feature a load of jumps and obstacles which will give you a chance to show off your talents. If you nail a trick, you'll be awarded points, which will probably be used to upgrade your gear, letting you purchase new boards and accessories.



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WAVE RACE 64

Imagine the excitement of motocross racing, with all the jumps, spins and hairpin turns. Now take that race and put it on the water. That's the kind of experience found in jet ski racing, and although they might plague boaters everywhere, jet skis offer a thrill that can't be found in any other sport. Nintendo is getting ready to bring this experience into your living room with the release of *Wave Race 64* for the Nintendo 64. Although this game was originally planned as a speedboat racer, the developers have scrapped those vehicles in favor of the smaller, lighter and more



maneuverable jet skis. Regardless of the vehicle used, this is expected to be a game completely unlike

any other racing title on the market.

The addition of water physics should make for a very unusual experience. Players will be forced to take into consideration the wakes of their opponents, which can be a critical factor in the craft's performance. It will also be necessary



to leave a lot more room for course corrections and direction changes, since watercrafts are much slower to respond than land-based vehicles. The controls will be simple: A single button will be used for the throttle, and the control stick will be used to steer. Nevertheless, the controls are expected to be challenging, since the vehicles will be controlled more by leaning than by conventional steering. This means that it will be possible to execute a quick 180 by leaning hard to one side and opening up the throttle. Of course, if you don't get the speed right, leaning over like that will send you swimming.

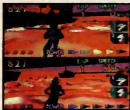
You'll also be forced to

contend with weather conditions, like wind and waves, and although flying off a six-foot high wave on a roaring jet ski may sound exhilarating, the landings tend to hurt. Since the races will be set on lakes or oceans, there will be plenty of opportunity for some serious weather.

Racing is not expected to be the only mode available, however. The developers are also talking about an Attack Mode and a Stunt Mode, which should offer even more excitement. There will be fixed

jumps, as well as variable wave sizes, that will influence your performance on each of these levels. Two-player competition will be supported on a split screen, which should give this game the real-life competitive element that contributes to the longevity of some of the best titles.

As one of the relatively few games being developed for the N64, *Wave Race* is certain to draw a lot of attention. With its simple controls and straightforward gameplay, however, it may be viewed by some as too shallow. Then again, some of the best games of all time have been some of the simplest. The verdict? It remains to be seen how well this title stands up in the Nintendo 64 lineup.



Watch those waves



Wave Race 64 will offer different stunt courses which will give you the chance to take your jet ski hurtling through the air with a bunch of different spins and tricks at your disposal. You'll need to keep in mind the surface beneath racing on the water is

nothing like racing on land. The severely decreased friction coefficient means that you'll need to leave a lot more room for turns and stops. You'll also need to keep an eye on your opponents, since the waves made by their vehicles can send you bouncing and spinning off course. This should prove to be a great deal of fun in the split-screen two-player Mode, when you'll be able to take your friends out of the race for good.



RELEASE DATE	DIFFICULTY	
November	N/A	
PUBLISHER	SIZE	
Nintendo	64-Meg	
PLAYERS	THEME	% DONE
1 or 2	Racing	N/A



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"BOTTOM OF THE 9TH"



Sporting Game Reviews

Current Favorites:

Todd Mowatt • Madden NFL '97 • GameBreaker
 Dindo Perez • Madden NFL '97 • DocAthlete

NFL MADDEN '97 • PLAYSTATION • EA SPORTS

Todd Mowatt

EA Sports sat out the season last year. Now they are lining up at the line of scrimmage with a balanced offensive and defensive arsenal. The feel of Madden is incredible and is very easy to get into. Madden should school the competition with good graphics and great gameplay. There are no hidden teams in the game—the best teams of the past can be accessed right from the start. This game has overcome its first big test. Next up, GameDay '92.



This game was well worth the wait; this new PS installment is better than ever. Now you have all of your favorite teams in one CD with no hidden codes to find like in previous Genesis versions. The gameplay is incredible and is a big part of what makes this game so good. The precision player movements and actual football formations will make this year's Madden stand head and shoulders above the rest. The graphics and sound are awesome.

Dindo Perez

NFL QB CLUB '97 • PLAYSTATION • ACCLAIM

Todd Mowatt

Acclaim went back to the drawing board after last year's version of QB Club. They not only captured actual NFL quarterbacks and worked on the gameplay. The graphics are vastly improved, although the artificial intelligence is still too easy to beat and beat big. The game is more fun to play as a two-player game. But the true test of any sports simulation is how much fun the game is to play when you play against the computer.



I'm really sorry to say that I am disappointed. I had high hopes for this game, but the moment I sat down and started playing, I noticed something: For a 32-bit game, I expected better graphics. Characters are pixelated and the action is slow and choppy. Running on the field is quite unrealistic. Other features such as trades and full realistic rosters do some justice, but NFL QB Club does need a face-lift in some areas.

Dindo Perez

NCAA GAMEBREAKER • PLAYSTATION • SONY INTERACTIVE SPORTS

Todd Mowatt

Sony is stepping at the line of scrimmage and has delivered a great college football gaming experience. There are a good number of plays and a countless number of options. This is one game that will be played in every college dorm in the country. The speed of the game is incredible, although the size of the player animations could have and should have been a little bit bigger. This one is in the running for gaming's Heisman trophy.



Sony has promised to bring you the best college football game and NCAA GameBreaker proves to be the one. In addition to all of the teams in Division 1A, you have all of the best gamebreakers from each team. The game is a bit fast even on Normal Mode, but the fast action sets the tone as you blow by defenders or receive bone-crusher tackles. Up to eight players can go head to head and that's just part of the reason this game is a blast.

Dindo Perez

ANDRETTI RACING • PLAYSTATION • EA SPORTS

Todd Mowatt

EA Sports is firing on all cylinders. They have tweaked the engine of this game just right. It's not Ridge Racer Revolution, but it doesn't try to be. It's a very well done Indy Car racing experience. Plenty of tracks and a good number of big-time racing features will have you trying to improve your lap times, win the points championship, and go for the checkered flag well into the night. The fact that this game is four-player compatible is fantastic.



NASCAR and Indy in one game. What else can you ask for? Andretti Racing tries to mimic what you've seen in any NASCAR or Indy racing game, and it comes very close. Smooth animations, great graphics and easy controls are just a few features that make Andretti Racing an accurate racer. The best feature that certainly changes the gameplay is the link capability. You're able to play up to four players head-to-head. This game is fun to play

Dindo Perez

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WITH

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'97



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This is no ordinary football game. MVP College Football '97™ has every Division 1A school—111



in all! Each team is accurately represented on both sides of the ball. You take the role of player, coach and athletic director—hire coaches, set your game-plan each week, recruit top high-school talent, and build a national champion team from the ground up. Users earn skill points during the season that can be used to improve players, hire high-prestige coaches, or improve training facilities.

Season statistics and league leaders are tracked for each season. Use the Replay to check out or view the best plays and hardest hits.



REAL FOOTBALL HITTING!

It's the hardest hitting football game to date. All of the physics of football—precisely, tackles and collisions—have been painstakingly researched.

MVP College Football '97 has special hits. Direction of movement, of the colliding players will dictate



Collision Zones to determine the outcome, momentum, and the skills and attributes the outcome of every tackle.

111 TEAMS, 111 PLAYBOOKS!

Comprehensive playbooks were designed with the help of Tom Walsh, former offensive coordinator of the Oakland Raiders and current CBS Radio college-football broadcaster. Each team runs the actual offense and defense of their real-life counterpart. You'll use detailed individual playbooks—after all, why have 111 teams if everyone uses the same playbook?



IS IT TELEVISION OR A VIDEO GAME?

There has never been player animations as realistic as in MVP College Football '97! Hundreds of hours of motion-captured data has been used in creating the most life like characters to ever run across a video game field. Details of architecture, sky, and crowds create the feeling of sitting in the bleachers.



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Illustration is not related to actual play.

MVP
sports

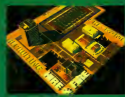


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Interface gives you the chance to praise, gripe, ask, speculate or simply reflect. *EGM's* editors will discuss some of today's top issues in the video game industry. In addition, a prize will be awarded to the writer of the best letter submitted for the month (please make sure you enclose your mailing address).

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Interface, Letters to the Editor
1920 Highland Avenue, #222
Lombard, IL 60148

You can also e-mail the editors at 75052.1667@compuserve.com. *EGM* reserves the right to edit all correspondence for space.

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Letter of the MONTH

OPEN LETTER TO THE INDUSTRY'S BIG SHOTS

Dear *EGM*,

Well here goes...an open letter to the game industry's "big players." **MATSUSHITA**-So you want M2 to be everywhere, eh? You want to incorporate it in DVD players? You want to license the technology to the PC industry? TV? The Internet? What you do not realize is that a feat like that would take years. DVD players will not be mainstream for at least five years. By then, the next generation of consoles will arrive. Your problem is that you do not see the game industry as what it is...a game industry! If you license your \$100 million technology to other companies with no desire to be involved in the games industry, you will fail as a video game name.

SEGA-You are my personal favorite, but you have been messing up. Where do you think your Saturn would be today, if you had released a perfect home version of *Daytona*? Look, you are the gods of marketing, but you are also the gods of rushed games. Make sure the next system you make is 100 percent ready, and that no upgrades will be necessary for at least four years. Have at least five awesome games at launch, and you will do better. **SONY**-I will admit that you are a great company, and you have been doing really well. You have not fallen in the trap of trying to create a "dream technology box for every purpose." The only thing I might ask is to not get another console (*PlayStation 2*) out too soon. That will upset gamers. Try to let your console last as long as it can without upgrades, and you will be greatly respected, if not worshiped, by gamers. **NINTENDO**-The Nintendo 64 better be what you claim it to be, and it better be out by Sept. 30, as you promised. I realize that games take time to make, as do consoles, but it better rock because Sony is a hard company to battle. I like the bulky drive concept. In essence, you have a format capable of everything a CD-ROM is capable of, minus the FMV

(and that's great...FMV sucks anyway). Just make sure the bulky drive is not too expensive. You better get it out before time runs out on your carts. Once you get to your cartridges' maximum meg per dollar capacity, the prices per cart will be too high. Be nice to us and avoid that.

Rodney Herrera
via e-mail

Great letter. You make excellent points about making too many upgrades. That's what hurt Sega's reputation with gamers: it upset their consumers when the Sega CD was promised to be the new wave of the future, then shortly after, the 32X, then the Saturn. Today, Sega and Sony have dropped hints on their future 64-bit plus systems. They have to be extremely careful, however, in how they are going to let their customers know about them. Should they get people (and stockholders) excited about the future of Sega and Sony? Maybe, but then that would steal thunder away from their "weaker" systems that are out in stores now. By the way, we had to cut out the part of your letter to Bill Gates saying that your computer was perfectly fine until Windows 95 showed up on it. Too bad...we loved it.



Congratulations Mr. Herrera. You win an Acclaim Dual Turbo Joystick. Please send us your address (att: Dan Hsu) so we can mail you the prize. To everyone else: Please include your address in your correspondence (especially e-mail) if you want to be considered for Letter of the Month!

NG64 PACK-INS

Dear *EGM*,

I have some new information concerning pack-ins for the Japanese N64. At my local games store, I inquired about the price and got a staggering response: over \$500 U.S.! It included two games: PilotWings 64 and Super Mario 64. They were sold as a pack and were non-separable. This seems to be a strange move since only three games are coming out at launch!

Ravi Hiranand
via e-mail

We've heard of a few countries selling gray imported Japanese N64s with packed-in PilotWings 64 and Mario 64 for up to \$900 U.S. All prices set outside of Japan for Japanese systems are on an individual basis, since they are not official Nintendo releases in those countries. If demand is so high that consumers are willing to pay that much, then all the more power to the greedy store owners.

DON'T BE SHY

Dear *EGM*,

I am writing in response to Charles Shy's letter in the June edition of *EGM* (#83). First, let's not forget the target audience of game manufacturers: 7- to 18-year-olds. I think that if he is not satisfied with the type of games coming out for the target audience, he should find a new hobby. The game companies should not concentrate on an older audience just because they have the money to pay for more expensive systems and games. If Chuck thinks he is so sophisticated and experienced, then he should remember that even he was 14 once.

James Barclay
Kuwait

You are mostly correct, but a new study by the Interactive Digital Software Association (IDSA) shows that people over the age of 18 are part of a major group that are using entertainment hardware and software. It seems that the older generation matters plenty to the game companies, as they are spending big bucks on video games. Also, Mr. Shy is entitled to an opinion. If he's not satisfied with the games coming out, that does not mean he has to forget about this

hobby. He can voice his grievances and hope things change. We might not all agree with what exactly he wants, but wait...Mr. Shy has something to say...

Dear *EGM*,

I was surprised to find a previous letter of mine published in *Interface*. After a thorough review of your reply, I came away greatly enlightened, yet also feeling that you may have missed my point. It's not that I want to put a stop to all of the "cutesy" games being produced, it's just that I feel that the industry is forgetting about the adults that have grown up playing games and who are continuing to play. Sooner or later, the push must be made toward more immersive gaming that will provide more depth and challenge for the older and more experienced gamer that may require it. In conclusion, I feel that if the companies of today are too afraid to step away from their old formulas and start to deliver a few more revolutionary games of a deeper level, then they could be overshadowed by the companies that will.

Charles Shy
Cleveland Heights, OH

Point taken, but your conclusion is a bit over-dramatic. Just as much money is to be made selling simpler games to the younger generation as selling complex games to the older generation. It's doubtful that a successful game company will be overshadowed by ignoring part of a big market. But have patience Mr. Shy. With advances in technology and more 64-Bit systems on the horizon, you'll soon get to see more of what you want.



Games like *Disruptor* (featured in this month's Next Wave section) are designed with older players in mind. The graphics are realistic and some enemies are intelligent.

TOP 5 REASONS SHIGERU MIYAMOTO (THE MAKER OF MARIO GAMES) IS SO DARN CREATIVE

- 5 The new torture chamber built in the basement of Nintendo HQ.
- 4 Late night sake (you know, the wine) "brainstorming" sessions at the office.
- 3 Healthy Nintendo paychecks from deep accounts.
- 2 Three words: magical Mario mushrooms.
- 1 He's simply brilliant (and *EGM* gives him the utmost respect).

A HAPPY NATION

Dear *EGM*,

Well, at least we know what all of the Japanese gamers are doing right now: playing their brand-new N64. While in the meantime, we get the shaft (again) and have to suffer a few more months before we get to play. I'm sure you won't have to wait, will you Mr. or Ms. *EGM* editor who gets to play everything for free? Lucky jerks...anybody wanna trade jobs?

Steve Chaffin
via e-mail

By the time you read this (unless Nintendo shafts, as Mr. Chaffin so eloquently puts it, U.S. players again) you should be playing the N64 in your home. Yes we did get to play it, even before it was released in Japan, and no, we don't want to trade jobs. We don't care what you do, but you can't beat getting paid to play video games day in and day out!

NO MARIO PACK-IN

Dear *EGM*,

I heard that the N64 may try to better compete with the PlayStation and Saturn by reducing its price to \$200

(continued on page 184)

INTERFACE

(Continued from page 163)

and also offering a \$250 system with Mario 64 as a pack-in. Do you know anything more about this?

Jeff Hopman
jhopma07@calvin.edu

It seems that most of our mail lately is on the subject of the Nintendo 64! A representative from Nintendo privately told *EGM* that Mario 64 will probably not be included as a pack-in for a cheaper price. Why? Almost every N64 system buyer is going to buy Mario 64 anyways, like the Japanese consumers are doing. So why offer the two together for a lower price and lose potential income?

let us know what you think. By the way, what do you mean make the Review Crew faces normal? That's what these freaks really look like.

DON'T BUY VIDEO GAME SYSTEMS???

Dear *EGM*,

Over the past few months, all I've been hearing about is the PlayStation, Saturn and the soon-to-come Nintendo 64. From what I've seen and heard about these systems, I've decided that buying any of them would be a big mistake. Why? Because I have a powerful PC sitting in my basement. Why should I go out and pay \$250 for a system? For the price of one system and maybe a game, I can get six games for my PC which I already own. Why waste the money? By the time the Nintendo 64 gets to America, there will be newer technology—I can play those same types of games for the N64 on my PC. I know for a fact that three-fourths of the population owns a PC, so why go out and buy one of those expensive [game] systems? To all the PC owners: Stick with your PC. It's the only logical thing to do.

Dustin Weaver
boybluc@juno.com

We'd like to know how you "know for a fact" that three-fourths of the population owns a PC. First, we assume that you mean households. Otherwise you'd be telling us that three out of four people own a PC. Second, the Software Publishers Association (SPA), who conducts annual studies on this type of stuff, told us that "only" 34 percent of households in the U.S. have a PC (by the way, 29 percent of households have a video game console). When you brought up being able to buy six games for the price of one \$250 gaming system, you failed to realize that a PlayStation owner could buy 40+ games for the price of your \$2,500+ computer system. Of course a computer has many practical uses that a dedicated game console could not perform, and of course, many great games are out for the PC that are not available for home systems. But you are wrong if you think your PC will get to play everything that the systems offer. Good luck trying to find Mario 64 or NIGHTS for Windows 95. And good

luck playing your PC games on your living room couch, on your large-screen TV, with a few of your friends next to you drinking beers, er, sodas and battling it out in Super Bomberman. Let's also not forget about hardware problems. Mr. Conlan's letter describes it perfectly:

Dear *EGM*,

Much like the explosive video game market, computer games are getting better with each passing day. In fact, computers can boast faster gameplay, higher-quality graphics, better sound and faster access speed than any of the systems currently on the market. The question is: When computers have such an edge, why are console machines bought at all? The reason is that computers suffer from a

(continued on page 185)



Super Mario 64 will be such a hot ticket that Nintendo will milk it for all it's worth.

LINKING THE DUKE

Dear *EGM*,

Do you know if Duke Nukem 3D for the Sony PlayStation will support a link cable?

Eric James
via e-mail

Yeah, we know.

FACING REALITY

Dear *EGM*,

Issue #85 is the best in a long time. I like all the new features. Just a suggestion: Why don't you make the faces of the Review Crew normal so that we can see what they really look like?

Eric Mattes
New York, NY

Thanks for the compliment. We are in the process of bringing back some of the old features our readers have requested and adding new ones we think they'll dig. (Check out the new paper the mag is printed on!) Please

Top Scariest Games



It's Halloween time, and *EGM* wants to recognize the top five games that may have given us a slight chill at one point or another.

5

Doom

Microsoft/Id



4

7th Guest

CD-I



3

Legacy of Kain

PlayStation



2

D

Microsoft/Id



1

Resident Evil

PlayStation



(continued from page 154)

seemingly incurable plague of upgrade syndrome. When you buy a computer, it's high-tech. A few months down the line, everything is being made for the next model, and you are stuck having to upgrade, be it RAM, [storage] memory, operating system, modem speed, CD-RDM speed or sound card. It costs major bucks.

Richard Conlan
Attleboro, MA

Several years ago, 16-Bit systems debuted. It's guaranteed that games being produced for them today will work on those ancient machines. Several years ago, Intel's 486s were the top of the line. Today, they're too slow to run the newest software; Pentium processors are considered the norm, that is until P-6s are released. So if you have an old computer, what would you have to do to keep up? Spend \$500 on an Odrive

chip, perhaps \$200 on a new 3-D video card, etc. By the way, after installing all of that, we hope that you won't have any of the compatibility problems PCs are known for.



Can you play four-player Bomberman over a computer network? We don't think so!

Don't mistake us, we love our PCs, but Mr. Wozner's arguments are narrow-minded. A market for dedicated game consoles will always thrive. If you don't like them, then don't get one and leave those of us who do alone.

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WINNER!

Dallas Rogan - Naples, Italy



Adam Souch
Cameron, NM



Bill Elder
Belmont, WV



Chad Lacher
Alliance, OH



Uizette Landaverde - San Luis, Mexico



Specialized
Control Pad

Competition. Mr Rogan (above) actually in the US military and is stationed in Italy. Your prize is on its way—an AR-15 Specialized Control Pad for the PlayStation. It features night-vision controls for all buttons and allow motion for those intense moments.

NO TRUE PSYCHO

Dear EGM,

What happened to the Psycho Letter of the Month?

Andrew Price
Highland, CA

Frankly, those letters just got plain stupid. All the psycho letters lost their originality. The Psycho section became a forum for babbling that was not truly crazy, just mindless and effortless. But we promise you this, if we get a great, original letter once in a while, we'll print it in Interface. Of course, it'll have to touch on the subject of video games!

P.S. to Eric James—We were just teasing you, PlayStation's Duke Nukem 3D will be link compatible.

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Next Month

EGM²

Tips, Tricks and Strategies from the Gaming Gurus

October 1996

EGM kicks off an issue of intense fighting action with tons of moves, combos and techniques for the current upswing of fighting games. Also be sure to check out the big three's famous games: NIGHTS, Crash and Mario 64. Inside you'll find the most up-to-date and complete cov-



EGM gives you comprehensive Mario 64 coverage when you need it most!

erage of these big titles. Also, be sure to get in touch and get your fill in the new Gamers' Forum filled with real info for avid gamers from all walks of life and gaming.



Check out Crash's final, elusive island plus ALL the gems and secret areas!



FEATURE STORY

Look for an exclusive hands-on test of Virtua Fighter 3 and all the new arcade games.



EGM travels the world to get the latest information on the games that will be hot in 1997!

Fighting Special



EGM blows out the latest and greatest fighting games. From SF and MK to Tekken 2 and King of Fighters '96.



EGM takes you through the whole Die Hard trilogy. Look for tips, tricks and strategy on the driving, shooting and platform three-in-one game.

ELECTRONIC GAMING MONTHLY

November 1996

The EGM editors are in the air flying to London and Tokyo to gather the latest information from the fall trade shows. Look for an exclusive first-hand walk-through with tons of screen shots and insider info.

Super Mario 64 is the hottest new game this year, and our Tricks editor has been working hard in rounding up a new batch of game-breaking codes to help you through this super cart. Don't miss it!

In Team EGM our editors plan on getting a first look at EA's hot NBA Live '97. Watch for our exclusive preview.

Our Review Crew is already



The Review Crew puts Final Doom to the test... How will it rate?

teasing into Final Doom for the PlayStation. Next issue they'll tell you if it lives up to its reputation, or if gamers should save their cash and wait for Quake. All this and much, much more!

PLAYSTATION

Title	New/Revised*	MSRP
PlayStation CD-i6		
Aladdin	NEW/REVISED	\$39.95
Aladdin: An Animated Adventure	NEW/REVISED	\$39.95
Aladdin: The Great Escape	NEW/REVISED	\$39.95
Aladdin: The Magic Carpet Ride	NEW/REVISED	\$39.95
Aladdin: The Final Chapter	NEW/REVISED	\$39.95
Aladdin: The Great Escape	NEW/REVISED	\$39.95
Aladdin: The Magic Carpet Ride	NEW/REVISED	\$39.95
Aladdin: The Final Chapter	NEW/REVISED	\$39.95
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Aladdin: The Magic Carpet Ride		
Aladdin: The Final Chapter		
Aladdin: The Great Escape		
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Aladdin: The Final Chapter		

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Title	New/Revised*	MSRP
Aladdin		
Aladdin: An Animated Adventure		
Aladdin: The Great Escape		
Aladdin: The Magic Carpet Ride		
Aladdin: The Final Chapter		
Aladdin: The Great Escape		
Aladdin: The Magic Carpet Ride		
Aladdin: The Final Chapter		
Aladdin: The Great Escape		
Aladdin: The Magic Carpet Ride		
Aladdin: The Final Chapter		
Aladdin: The Great Escape		
Aladdin: The Magic Carpet Ride		
Aladdin: The Final Chapter		

SATURN

Title	New/Revised*	MSRP
Aladdin		
Aladdin: An Animated Adventure		
Aladdin: The Great Escape		
Aladdin: The Magic Carpet Ride		
Aladdin: The Final Chapter		
Aladdin: The Great Escape		
Aladdin: The Magic Carpet Ride		
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Aladdin: The Great Escape		
Aladdin: The Magic Carpet Ride		
Aladdin: The Final Chapter		
Aladdin: The Great Escape		
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Aladdin: The Final Chapter		

GENESIS

Title	New/Revised*	MSRP
Aladdin		
Aladdin: An Animated Adventure		
Aladdin: The Great Escape		
Aladdin: The Magic Carpet Ride		
Aladdin: The Final Chapter		
Aladdin: The Great Escape		
Aladdin: The Magic Carpet Ride		
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SEGS		
Title	New/Revised*	MSRP
Aladdin		
Aladdin: An Animated Adventure		
Aladdin: The Great Escape		
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Title	New/Revised*	MSRP
Aladdin		
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Aladdin: The Final Chapter		
Aladdin: The Great Escape		
Aladdin: The Magic Carpet Ride		
Aladdin: The Final Chapter		

GENESIS

Title	New/Revised*	MSRP
Aladdin		
Aladdin: An Animated Adventure		
Aladdin: The Great Escape		
Aladdin: The Magic Carpet Ride		
Aladdin: The Final Chapter		
Aladdin: The Great Escape		
Aladdin: The Magic Carpet Ride		
Aladdin: The Final Chapter		
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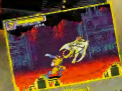
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